

Star Wars™ Customizable Card Game™ GLOSSARY

Version 2.0 – November 1998

This document is comprehensive; it contains all Star Wars™ Customizable Card Game™ rules and rulings as of November 1998. We recommend that you discard all rules documents (booklets, supplements, FAQs and Current Rulings) dated prior to November 1998 and refer to this Glossary for all rules questions.

How to use the Glossary – You do not need to read this document from cover to cover. (Thank the Maker!) Instead, use it as you would use a dictionary, to learn as you go. For example, if you have a gameplay question about a card, look up the card title first; if you don't find your answer there, look up the concept you are questioning (battle, asteroid rules, creatures, destiny etc.). In many cases, we have included cross-references to help you find your way.

The following entries contain a few changes of particular importance, and should be read by all players:

- Objective cards and generic sites create powerful new deck strategies.
- The rules for conducting battle have been more clearly defined, and improved to allow many different kinds of actions to occur during the weapons segment.
- Your characters, vehicles and starships may carry as many weapon and device cards as you like, even duplicates; see weapons – deploying and carrying.
- The operation of long-range weapons (those that may fire at adjacent sites) has been streamlined to make all such weapons more consistent.
- You place 'insert' cards face down when inserting them into your opponent's Reserve Deck, and face up when inserting them into your own.
- When Jedi training, each mentor is limited to training one apprentice at a time.
- Overload treats artillery weapons the same as non-artillery weapons.
- The rules for creatures have been clarified and enhanced (for example, you now control your creatures' movements and which side of the Force they attack).

Entries are arranged alphabetically, ignoring punctuation symbols (e.g., the entry for Y-wing is sorted as "Ywing" and thus appears at the end of the Y's rather than the beginning). Entries for specific cards are sorted according to exact card title (e.g., the entry for The Circle Is Now

Complete occurs in the T's, not the C's).

Some Glossary entries provide revised game text for cards. In most cases, these revisions merely make the proper gameplay of a card more clear, or implement a rule or ruling directly on the card itself. In seventeen other cases, the game text revisions represent gameplay changes relative to earlier versions of the cards, in order to correct a wording error, address a gameplay concern or correct some other problem; these revisions are marked "Errata" and printed in gray type, with the most relevant change highlighted (or ~~struck out~~ in the case of a deletion).

Cards from the A New Hope and Hoth expansion sets were updated to use the revised wordings for their unlimited (white-border) printings in Fall 1998. Cards from other sets will use the newer wordings in a future printing. In either case, the game text provided here defines the correct gameplay for all versions of the clarified cards as of November 1998.

Other cards have received very slight wording changes, primarily for consistency or brevity (for example, changing "shuffle, cut and replace" to "reshuffle"). Such wording improvements do not change a card's gameplay or understandability, and thus did not need to be included in this Glossary.

4-LOM – This droid adds 1 to total power for each pairing of one alien and one droid, neither of which may be used as part of another pair.

See may initiate battle and be battled.

4-LOM's Concussion Rifle – Use 4 Force to deploy on your warrior, free on 4-LOM. May target a character or creature for free at same site or exterior site up to 2 sites away. Draw destiny. Add 1 if Blaster Scope attached. If total destiny – distance to target > defense value, target hit.

See long-range weapons.

ability – An attribute of characters, creature vehicles and cards with permanent pilots that represents their capability to use the Force. Ability represents defense value when a character is targeted by a weapon (unless that character has armor).

aboard – 'Aboard' is synonymous with 'on' when used in the context of vehicles and starships. (See prepositions.)

Abyss – This Effect does not refer to different versions of a persona unless they share the same card title. For example,

- Lando Calrissian (Light Side) and Lando Calrissian (Dark Side) are duplicates; and
- Boba Fett (Cloud City) and Boba Fett (Special Edition) are duplicates; but
- R2-D2 (A New Hope) and Artoo (Jabba's Palace) are not duplicates.

If you draw Lando as destiny and your opponent has Lando on table, your destiny is zero and your Lando is lost. Your opponent's Lando has no immunity to attrition for the remainder of the turn, and your opponent must either lose 2 Force or lose his own Lando. (The opposite is true if your opponent draws his Lando as destiny and you have your Lando on table.)

Access Denied — Insert face up in your Reserve Deck. When Effect reaches top it is lost, along with all opponent's 'insert' cards there. Reshuffle. (Immune to Alter.) OR Deploy between two mobile sites. Opponent's characters may pass only if aboard a Lift Tube or opponent uses +1 Force each.

This 'insert' card, when found face-up in your Reserve Deck (whether by being inserted or because of a card such as Through The Force Things You Will See), is treated as a deployed Effect and does not count as part of your Life Force.

actions — Actions are the individual building blocks of gameplay. Actions occur quite naturally during the game; in fact, most of the time you don't even need to think about actions (just as you rarely need to think about the individual steps of how you get dressed in the morning). Occasionally, however, situations will arise where it is desirable to understand the intricate details of actions — particularly in tournaments, where players want strict and definitive rules governing the specific timing of gameplay.

Almost everything you do in the game is an action. Examples of commonly occurring actions include

- playing or deploying one card;
- performing one Force drain;
- performing one regular move, 'react' or unlimited move;
- conducting one battle;
- firing one weapon;
- drawing one destiny;
- activating, using, losing, drawing or retrieving one unit of Force (or any other act of moving a

card from one deck, pile or hand to another);

- using optional game text on a card already in play;
- taking one card from a deck or pile;
- re-circulating your Used Pile; and
- choosing to use an optional modifier (e.g., a lightsaber bonus to a Force drain).

Automatic modifiers (e.g., “adds 2 to power of anything he pilots”) and conditions (e.g., control of a location) are not actions. Everything else you do in the game – other than applying an automatic modifier, checking a condition or announcing the beginning or end of a phase or turn – is an action.

Many times, an action causes other actions to occur within itself. For example, a Force drain is an action which typically causes the opponent to lose Force – another action. For a more complex example, consider playing Nabrun Leids; this action includes several other actions:

- targeting (selecting) the characters you wish to transport;
- targeting (selecting) the destination site;
- drawing destiny to determine Nabrun’s asking price;
- choosing whether to accept or decline the transport;
- using Force to pay the asking price (a separate action for each Force used);
- transporting the group of characters to the destination site; and
- placing the Nabrun Leids card on your Used Pile or Lost Pile.

Perhaps the ultimate example of actions within an action is battle – a single action comprising many other actions, some of which contain still other actions within themselves.

actions – sequence of steps – Every action always has three steps that must occur in order:

- 1.initiation (meeting conditions, specifying targets and paying costs);
- 2.optional responses (attempts to specifically modify or cancel the action); and
- 3.result (gameplay consequences of the action).

These three steps will be described in greater detail following the description of stacking below.

actions – stacking – Stacking is a conceptual tool designed to help you easily determine the correct timing of gameplay (particularly in complex situations). Understanding how actions “stack up” in a single conceptual pile and then come back off the stack is important for understanding the game’s underlying timing system.

An action is often suspended by another action. For example, if you initiate a battle and your opponent responds by ‘reacting,’ this temporarily suspends your battle until the ‘react’ is complete. When one action is suspended by another, you can visualize the second one as stacking on top of and covering the first one. Nothing else can happen to the first action until the second one has its result and is conceptually removed from the stack. If the second action is itself suspended by a third, the third action is stacked on top of the other two, and so on. After the third action has its result, it is removed from the stack and the second one resumes; after the second has its result, it is removed and the first resumes. Thus, at any time, there is never more than one action which is active, and this is defined as the ‘topmost’ action. After the topmost action is removed from the stack, the previously suspended action becomes the topmost action once again.

It can be helpful to visualize the action stack as a physical stack of cards on the table; in fact, some players actually stack their cards atop one another to help keep track of a long chain of interrelated actions such as a classic “Sense/Alter war.” Even though many actions such as battle, movement and so on are not actually cards, you can imagine “virtual cards” on the stack representing such actions.

Sometimes (such as at the beginning of a turn or phase), there is no topmost action; that is, the stack is empty. At such times there is virtually no limit on the kinds of actions that may be initiated. However, whenever there are one or more actions already on the stack, no other action may be initiated unless it is

- part of the initiation of the topmost action;
- a specific response to the topmost action;
- part of the result of the topmost action; or
- an automatic action.

In other words, you may not interrupt or suspend an action that is below the topmost action, and you may not voluntarily interrupt or suspend an action with another action that is not specifically related to it (e.g., Collision! cannot interrupt a Force drain).

This means that an action which is not a specific response to another action may be initiated only when the stack is empty (or when the topmost action is a battle in its weapons segment).

actions – step 1: initiation – Initiating an action includes any or all of the following requirements, in this order:

- meeting conditions of rules and game text (e.g., location deployment restrictions; necessity to have presence or Force icons to deploy; game text such as “if a battle was just initiated”);
- choosing targets (e.g., selecting characters and a destination site for Nabrun Leids; choosing a starfighter for Dark Maneuvers; identifying the outermost marker site for Ice Storm); and
- paying costs required by rules and game text (e.g., using Force to deploy a character; using Force to initiate a battle; drawing destiny and using Force to play Nabrun Leids; losing 2 Force to deploy Visage Of The Emperor).

actions – step 2: optional responses – After the topmost action has been initiated and before it has begun its result, responses are allowed. (Only the topmost action may be responded to.) For a response to be valid, it must specifically relate to the topmost action. Typically a response will be an attempt to modify or cancel the topmost action (e.g., It Can Wait or Sense).

For example, if the topmost action is a Force drain, a response would be any action that says it “cancels a Force drain,” occurs “during a Force drain,” “may subtract 1 from a Force drain,” “Force drain +1” etc. Examples of cards that do not indicate that they are a response to a Force drain are Elis Helrot and Nabrun Leids; although they could affect the Force drain incidentally, they do not specifically indicate that they are related to it.

When all responses are over, or if neither player chooses to respond, the topmost action has its result.

actions – step 3: result – When an action begins to have its result, this will typically cause one or more other actions to occur. For example, the result of Beru Stew is that each player must activate 2 Force. Those actions of Force activation go through their own three steps, and thus they may be responded to. However, no more responses to the original action (Beru Stew) are allowed between those actions, because Beru Stew’s optional responses step is past and it is currently having its result.

When the action’s result is complete, the action is removed from the stack. Sometimes the action (e.g., Sense) results in canceling an underlying action it is responding to. In this case, when the responding action leaves the stack, the underlying canceled action leaves the stack at the same time. In all other cases, when an action leaves the stack, the underlying action becomes topmost once again and resumes wherever it left off.

actions – example 1 – deploying a card – It's the Light Side player's deploy phase, and there is no topmost action. Light Side deploys an Effect card, Crash Site Memorial (placing it on table to start a 'stack'). This creates a topmost action.

Dark Side responds with an Interrupt card, Alter, stacking it on top of Crash Site Memorial (Alter specifically says it can cancel an Effect). This suspends the deployment of Crash Site Memorial and creates a new topmost action.

Light Side responds to Alter with Sense, stacking it on top of Alter.

Neither player responds to Sense (essentially, both players consecutively "pass"), so it has its result. It successfully cancels Alter and both Interrupt cards are removed from the stack. (Sense is placed in the Used Pile and then Alter in the Lost Pile.) The deployment of Crash Site Memorial becomes topmost once again, and Light Side now has the next opportunity to respond to it, since Dark Side made the previous response (Alter).

Neither player has another response to the Crash Site Memorial deployment (both players consecutively "pass" again), so it has its result and is placed with the Light Side's other Effect cards (as described in game text). There is now no topmost action, and Dark Side has the next opportunity to initiate an action, since Light Side's action just had its result.

actions – taking turns – Players alternate turns initiating actions. When it is your turn, you may initiate the first action of each phase. When your action has had its result or is canceled, then your opponent may initiate the next action, and so on.

When an action you initiated is in its optional responses step, your opponent has the first opportunity to initiate a response, then (when that response is complete) you may initiate a response, and so on.

Thus, these two rules allow you to know, at any time and with any number of actions on the stack, whose turn it is to initiate the next action.

Whenever it is your turn to initiate an action, if you do not wish to do so you may 'pass.' Whenever both players pass consecutively, gameplay moves on as follows:

- If the topmost action is in its optional responses step, that action proceeds to its result.
- If the topmost action is a battle, the battle proceeds to its next segment.
- If there is no topmost action, the turn proceeds to its next phase.

actions – example 2 – triggered automatic action – Suppose there are currently no actions on the stack and you play Set For Stun. Set For Stun is now the topmost action and

begins its three steps of initiation, optional responses and result.

Initiation – First you must use 2 Force; thus, Set For Stun is temporarily “covered up” (suspended) while using the first Force is the topmost action, then while using the second Force is the topmost action. After you’ve finished using Force, that action comes off the stack and Set For Stun is once again topmost, so you continue with its game text. Next you must target an opponent’s character, so this targeting becomes the topmost action, again suspending Set For Stun. Once you’ve selected your target, that action comes off the stack; Set For Stun is topmost again and its initiation is now complete.

Optional responses – Suppose your opponent responds to Set For Stun by playing Sense. Sense is now the topmost action, and goes through its own steps of initiation, optional responses and result. Suppose the result is that your opponent fails the destiny draw; the Sense card goes to the Used Pile and Set For Stun is once again the topmost action.

Result – The first part of Set For Stun’s result is its destiny draw. This destiny draw becomes the topmost action. Since the destiny draw is an action, it has its own initiation, optional responses and result. If your opponent does not respond to the destiny draw, it has its result (which is you actually drawing the destiny card). Now, suppose you draw destiny of 2 and opponent has Tauntaun Bones on table. This immediately triggers an automatic action for your opponent, who must activate 1 Force. This action is topmost until it is completed, at which time your destiny draw becomes topmost again. You place your destiny card on your Used Pile, and Set For Stun is now the topmost action once again. Assuming the character you targeted had ability of 2 or more, your destiny draw is not sufficient to return that character to opponent’s hand, so Set For Stun is placed on your Lost Pile, conceptually removing itself from the stack, and there is once again no topmost action – the stack is empty.

actions – ‘just’ – Some actions may be initiated only just after some other action or condition has occurred, before anything else can intervene. These are typically indicated by the word ‘just’ (or sometimes ‘immediately’) in game text. Usually such an action is a response to another action (e.g., “just initiated,” “just announced,” “just played”), but sometimes it is a new action that simply follows the result of the other action (e.g., “just completed,” “just deployed,” “just moved,” “just forfeited,” “just lost”). Some players refer to these as ‘just’ responses and ‘just’ actions.

‘Just’ actions always take place before non-‘just’ actions; therefore, this will sometimes allow or require you to initiate an action when it would otherwise be your opponent’s turn to do so. For example, whenever you initiate a ‘just’ response to your own action, yours will be the first response to that action (unless your opponent also has a ‘just’ response for that action). Likewise, if you move a droid and then wish to initiate a new action which begins with “If you

just moved a droid,” this comes before your opponent’s normal opportunity for the next action.

Any action or condition may be responded to or followed by any number of applicable ‘just’ actions; in other words, after one ‘just’ action has had its result, the prior action or condition is still considered to have “just occurred” (until both players consecutively pass the opportunity to initiate another ‘just’ action).

actions – time to respond – In the spirit of sportsmanship, at any time a player is allowed to request a brief pause to consider options. In actual play, of course, players rarely need to think about timing of actions. Typically the game flows smoothly from action to action, without complication. Occasionally, however, a player will feel that he didn’t have enough time to initiate an action or at least to request a brief pause. In these cases, the player is justified in asking the opponent to “back up” so that he may initiate his action in the proper sequence.

actions – example 3 – ‘just’ actions and backing up – Light Side plays Nabrun Leids (temporarily placing it on table as the topmost action); verbally targets Luke, R2-D2 and a destination site (Jabba’s Palace: Audience Chamber); draws destiny to determine the cost (3); and uses 3 Force to pay Nabrun’s asking price. Nabrun Leids is now initiated.

Dark Side responds with Tentacle, placing it on top of Nabrun Leids and using 1 Force.

Neither player responds to the use of 1 Force or to Tentacle itself, so it has its result and is placed on table. Nabrun Leids is now unique (•) and so no more may be initiated this turn. However, the current copy of Nabrun Leids is still played out (it is now the topmost action again).

Neither player wishes to respond further to Nabrun Leids, so it has its result (the Light Side characters are relocated). The Nabrun Leids card is placed on top of Tentacle.

Now, it is Dark Side’s turn to initiate an action. However, Light Side quickly announces the play of A Gift, which says “If you just moved a droid to Audience Chamber...” Since this is a ‘just’ action, it must come before any regular action by Dark Side. But Dark Side, not to be outdone, announces his own ‘just’ action: Double-Crossing, No-Good Swindler (“If Nabrun Leids just completed a transport...”).

Dark Side’s ‘just’ action happens first (because it was actually Dark Side’s turn for the next action), so Light Side must momentarily return A Gift to his hand. (Note that A Gift is not suspended or canceled; rather, it was never really initiated at all. This is an example of a player having to “back up” so the opponent has time to initiate an action in the proper sequence.) After Double-Crossing, No-Good Swindler has its result, Light Side has the next opportunity to initiate a ‘just’ action and thus may decide whether or not to initiate A Gift.

actions – example 4 – battle, ‘just’ responses and “Sense/Alter war” – Light Side initiates a battle at a site, using 1 Force. (Since a battle has no card associated with it, picture a “virtual card” symbolically placed on the stack to represent the action.)

Dark Side responds to the battle by playing *You Overestimate Their Chances*, placing it on top of the stack. (Because this Interrupt is a ‘just’ response, it must occur before any regular responses to the battle.)

Neither player responds to this Interrupt, so *You Overestimate Their Chances* has its result (an automatic modifier is scheduled to triple battle damage for the eventual winner) and the Interrupt is placed on the Lost Pile. Light Side has the next opportunity to respond to the battle initiation, but does not wish to.

Dark Side responds to the battle initiation a second time by ‘reacting’ with a vehicle (Ubrikkian 9000 Z001) from an adjacent site. (This is another ‘just’ response.)

Neither player responds to the ‘react,’ so the Ubrikkian is moved, along with three Dark Side characters aboard, to the site of the battle. Two of the characters then disembark as part of the ‘react.’ Light Side has another opportunity to respond to the battle initiation, but again declines to do so.

Dark Side has no more responses, so the battle proceeds to its result step, which begins with the weapons segment. (The weapons segment has the special property of allowing actions to occur even if they do not say they play during battle.) Light Side may initiate the first action of each segment; since the battle involves Luke and Han, Light Side declares *Don’t Get Cocky*. (*Don’t Get Cocky* is not a response to battle, but rather plays during battle, and thus must occur in the weapons segment.)

Dark Side responds to *Don’t Get Cocky* with *Sense*. Light Side responds to *Sense* with *Alter*. Dark Side responds to *Alter* with *Control*. At this point, the stack of actions looks like this:

Control (topmost action)
Alter
Sense
Don’t Get Cocky
battle (in its weapons segment)

Neither player responds to *Control*, so it has its result (canceling *Alter*). Both cards are placed in the appropriate Lost Piles and *Sense* is again topmost.

Neither player responds to *Sense*, so it has its result. Dark Side draws destiny but fails to cancel *Don’t Get Cocky*. Light Side has the next opportunity to respond to *Don’t Get Cocky*, but chooses

not to do so.

Dark Side responds to Don't Get Cocky with another Sense.

Neither player responds, so Sense has its result. Dark Side draws destiny, this time successfully canceling Don't Get Cocky. Now the battle is topmost again, and Dark Side has the next opportunity to initiate an action in the weapons segment.

After both players are finished initiating actions in the weapons segment, the battle proceeds to the power segment, to be followed by the damage segment. When the eventual winner is determined, the automatic action scheduled by You Overestimate Their Chances will initiate itself to triple the loser's battle damage.

activate Force — See Force; see activate phase.

activate phase — This is the first phase of each of your turns, in which you activate Force for subsequent use.

Count the Force icons on your side of each location (and on each of your Jedi Masters) on table. Add 1 to represent the personal Force you generate yourself. Activate that total number of cards by transferring them, one at a time and face down, from the top of your Reserve Deck to the top of your Force Pile (see Force). Do not look at the cards or put them into your hand. You do not have to activate all the Force you are entitled to.

Note that as your deck gets drained of Force by the opponent, your options diminish. When you have fewer than 10 or so cards remaining, you must be especially careful how you handle your Force. For example, if you activate all the cards in your Reserve Deck, you will not be able to draw destiny if a battle occurs. When you reach this point in the game, consider leaving some cards in your Reserve Deck so you can draw destiny, if necessary. In a close game, when both players have only a few cards left, the way you manage your remaining Life Force will be critical to your success!

activating Force — Moving any number of cards, one at a time, from your Reserve Deck to your Force Pile. Activating each unit of Force is a separate action.

During your activate phase, presence is not required to generate Force at locations where you have Force icons, and you are not required to activate all the Force to which you are entitled. However, when other cards or rules (e.g., Blue Milk) instruct you to activate Force, you must activate all of it (or as much as possible). Whenever Force activation is allowed by cards or rules, it is taken from the top of the Reserve Deck and placed on top of the Force Pile, one card at a time.

adjacent – Some cards refer to adjacent sites or sectors (systems cannot be adjacent). These are related sites or sectors that have been played next to each other. Cards may move from location to adjacent location like a sequence of connected spaces on a game board.

Two location cards are adjacent only if they are (1) the same kind of location (site or sector), (2) physically next to each other and (3) part of the same system, starship etc. (Vehicle sites are also adjacent to the planet site where the vehicle is located.) Locations can be physically next to each other on table without being adjacent (e.g., a system next to a sector).

Admiral Motti – Deploys –2 if at least two Imperial starships on table. Adds 2 to power of anything he pilots. Subtracts 1 from forfeit of Rebel pilots at same system.

Admiral Ozzel – Adds 2 to power of anything he pilots. Subtracts 1 from deploy cost of each of your capital starships at same system. Lost if Vader is on table and opponent ‘reacts’ to same location as Ozzel.

Advosze – Errata: Adds 2 to power of anything he pilots. Whenever you deploy a weapon or device from hand at same location, activate 1 Force as a ‘kickback.’ Limit of one Advosze per location.

You may not voluntarily deploy or move an Advosze to the same location as another Advosze. (If this somehow occurs involuntarily, you must choose one to be lost.)

Affect Mind – This Effect does not change the individual ability of any card. Rather, it prevents the opponent’s cards from applying 2 of their ability toward total ability. For example, if your opponent has a lone character with ability 2 at the same location as Affect Mind, that character’s ability is not changed, but the opponent’s total ability there is zero (and thus opponent does not have total ability of 1 or more for presence).

alien – A kind of Light Side or Dark Side character other than Rebel, Imperial or droid.

All Too Easy – This Interrupt creates an unattended frozen captive if there is no available escort.

alone – Your character or permanent pilot is alone at a location if you have no other characters (including droids) and no other ability (including creature vehicles) at that location.

Your character or permanent pilot is alone in battle if you have no other characters (including droids) and no other ability (including creature vehicles) participating in that battle.

Alter – This Interrupt cancels Effects and Utinni Effects, but not Immediate Effects or Mobile Effects. To use Alter to cancel any card other than Sense, you must have a character with ability on table.

Alter is a response to the deployment of an Effect or Utinni Effect, but it is not a response to a subsequent use of that Effect's or Utinni Effect's game text (see actions).

A card that is "immune to Alter" is not a valid target for Alter (see immune).

Alternatives To Fighting – Use 3 Force to cancel a battle just initiated at a system or sector. OR Cancel Besieged. OR Release (move for free) all your characters from a captured starship to your side of any docking bay site.

Ambush – This Interrupt can cause your opponent's Undercover spies to go to the Used Pile. When comparing your total power with your opponent's, the power of each player's Undercover spies does count toward that player's total.

Anakin's Lightsaber – Deploy on your Skywalker of ability > 3. May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

Because Leia is a Skywalker, this character weapon will work on any Leia who has ability > 3.

Anoat (Dark Side) – Starships using this system location's game text to 'react' may move only

- from Anoat to the nearest related asteroid sector; or
- from the nearest related asteroid sector to Anoat.

Antipersonnel Laser Cannon – Use 3 Force to deploy on your transport vehicle. Your warrior present, if aboard, may target a character or creature using 3 Force. Draw destiny. Target hit if destiny +2 > defense value. May fire repeatedly for 2 Force each time.

See fire repeatedly.

apprentice – A non-droid, non-Jedi character of lesser ability than its mentor. (See Jedi training).

Arcona – This alien is not an operative.

Arleil Schous – When deployed, you may take one non-unique alien into hand from Reserve Deck; reshuffle. Adds 2 to power of anything he pilots. Your aliens deploy -1 to same or adjacent Tatooine site.

Armed And Dangerous – For a weapon to be "matching one of your . . . characters," it must specifically name that character in its game text. (Anakin's Lightsaber is considered to be a

matching weapon for any Skywalker . . . Luke, Leia or Anakin.)

armor — An attribute generally used on capital starships, large vehicles and a few special characters as an indicator of resistance to weapon fire and other potential threats. When a card that has armor is targeted by a weapon, it uses its armor as its defense value.

Game text which specifically targets “armor” does not also affect maneuver; however, game text which targets “armor or maneuver” refers to whichever of those attributes occurs on the affected card.

artillery weapons — A kind of weapon which is deployed on a site. Unlike other weapons, artillery weapons have a forfeit value. To fire your artillery weapon, you must have your own power source (a power droid or any fusion generator) present. The Hoth: Main Power Generators site also says that it can power Light Side artillery weapons.

Artillery weapons may be destroyed by Overload. However, only the artillery weapon itself is lost, because there is no character or starship “carrying” it.

An artillery weapon may not be moved unless it so specifies.

Artoo — During each of your control phases, may take one Hero Of A Thousand Devices or A Gift into hand from Reserve Deck; reshuffle. If at a battleground site with C-3PO, may subtract 1 from each opponent’s battle destiny at same and related sites.

Assault Rifle — Use 3 Force to deploy on your warrior. May target a character, creature or vehicle at same or adjacent site using 2 Force. Draw destiny. Target hit if destiny +1 > defense value.

See long-range weapons.

asteroid destiny — Drawing asteroid destiny is mandatory. (See asteroid rules; see destiny.)

asteroid rules — Wherever “Asteroid Rules” are in effect, your starships there are continually subject to being hit by asteroids. During each of your control phases, for each such starship:

- Opponent draws one asteroid destiny.
- Add 1 for each additional sector at that system that has “Asteroid Rules” in effect.
- If total asteroid destiny > armor or maneuver, the starship is lost.

•If the card drawn for asteroid destiny is itself an asteroid sector, the starship is lost, no matter how high its armor or maneuver.

Asteroid Sanctuary – Errata:

Deploy on any asteroid sector you control. During each of your control phases, opponent loses X Force, where X = total number of asteroid sectors at same system that are not occupied by opponent. Effect canceled if opponent controls this location.

You can consult Decipher's web site (www.decipher.com) to get details on how to exchange your incorrect version of this card for the corrected one.

asteroid sectors – Asteroid sectors deploy to any planet system (even a “blown away” planet system). They are related to the system location, but not to the planet's sites. They are not part of the planet and thus do not take on its name (i.e., asteroid sectors at Dagobah are not “Dagobah locations” and thus are not affected by Dagobah's deployment restrictions). If the planet is “blown away,” asteroid sectors there are not destroyed.

Capital starships and starfighters may deploy, battle and move at asteroid sectors. Three types of regular moves (each requiring 1 Force) are allowed:

- System to sector – A capital starship or starfighter may move from a planet system location to the asteroid sector next to it (or vice versa).
- Sector to sector – A capital starship may move from one asteroid sector to an adjacent asteroid sector. A starfighter may move up to two asteroid sectors at a time (for 1 Force).
- Sector to site – A starfighter at a Big One sector may land at or take off from the related Asteroid Cave or Space Slug Belly site.

See sectors and cloud sectors.

astromech – A kind of droid that allows starships to move through hyperspace (astromechs are programmed to function as nav computers).

Astromech droids count as passengers (and thus take up passenger capacity) unless astromech capacity is available. Multiple copies of the same astromech character do not cumulatively enhance a starship (see cumulative).

astromech icon – This obsolete term has been superseded by the term nav computer icon.

Astromech Shortage – Use 3 Force to deploy on opponent's side of table. All opponent's starships with a [nav computer] icon are deploy +1.

at – See prepositions.

at any time – This phrase is intended to indicate that an action may be used during any phase of either player's turn. Actions that may be initiated "at any time" are not exceptions to the normal timing rules (see actions); that is, they may not respond to other unrelated actions. (To be more precise, "at any time" actions may be initiated only when there is no topmost action – that is, when the stack is empty – or when the topmost action is a battle in its weapons segment.)

at normal use of the Force – All actions are at normal use of the Force unless otherwise specified; thus, this redundant phrase is no longer used on cards.

AT-AT Cannon – Errata:

Use 2 Force to deploy on your AT-AT. May target a starfighter (use 3 as defense value), character, creature or vehicle at same or adjacent site using 2 Force. Draw destiny. Add 1 if targeting a character or creature, 2 if a vehicle. Target hit if total destiny > defense value.

See long-range weapons.

AT-ATs – Because of its bulk and mechanical limitations, an AT-AT may not increase its landspeed above 1. (This rule was incorporated into the game text of the Blizzard AT-AT cards in the revised white-border printing of the Hoth expansion set.)

Atgar Laser Cannon – Deploy on an exterior planet site. Your warrior present may target a vehicle at same or adjacent site using 2 Force. Draw destiny. Target crashes if destiny +2 > armor. Target hit if destiny +1 > maneuver.

See long-range weapons.

Atmospheric Assault – If you just initiated a battle at a Cloud City sector, add one battle destiny. OR During your deploy phase, deploy one TIE Assault Squadron for free (no replacement is necessary).

attaching creatures – Instead of making an attack as normal, some creatures (e.g., vine snakes and mynocks) attach themselves to a host. When attached, a creature does not attack anything or move on its own, but instead moves automatically with the host. Attaching creatures may be attacked by other creatures, vehicles and characters present (and may be targeted by appropriate weapons) even when they are attached. If a host is 'eaten' (by any creature), all attached creatures detach. If a host is lost by other means, attached creatures are lost with the host.

Attack Run – Errata:

* Your Proton Torpedoes are immune to Overload ~~during Attack Run~~.

This Epic Event is deployed like an Effect card and remains on table. Thus, you may attempt an Attack Run once every turn, if desired. (See Epic Events.)

Starships may move into the Death Star: Trench only from the Death Star system location. Only starfighters and TIE squadrons may go to the Trench, not other cards that “move like a starfighter.”

If your lead starfighter is lost, you should identify a new lead starfighter. If all your starfighters have been eliminated, your Attack Run ends and any Dark Side starfighters in the Trench are moved back to the Death Star system.

attacks – See creatures – attacks.

attrition – Gameplay mechanism that simulates battle casualties (mandatory forfeitures) determined by battle destiny, regardless of which player wins or loses the battle. (See battle – damage segment.)

You incur attrition only when the opponent draws battle destiny (not other destiny such as weapon destiny). Thus, if opponent does not draw battle destiny, you are not affected by attrition modifiers such as “adds 1 to total attrition.” If a player makes multiple battle destiny draws, they are added together to determine total attrition. (See immune to attrition.)

automated weapons – Unless otherwise specified, you may fire automated weapons only during a battle or with a special card such as Sniper, Sorry About The Mess or Blasted Droid. Because they are ‘automated,’ you do not need a character present to use them.

automatic actions – An automatic action is one that is triggered immediately by specific conditions (which may arise at any time). At the moment those conditions exist, the automatic action immediately becomes the topmost action. Examples include

- retrieving 1 Force when opponent draws destiny of 4 and you have Tauntaun Bones on table;
- resolving the game text of an ‘insert’ card when it comes to the top of the your Reserve Deck;
- losing a seeker and its target the moment they are present together; and
- completing (reaching) an Utinni Effect.

When a condition arises during your turn that could potentially trigger two or more automatic

actions, you must choose which one is triggered first. After this automatic action has its result, check to see if any conditions still exist that would trigger other automatic actions and repeat this process if necessary.

automatic modifier – Any modifier which simply states that it occurs – without a word such as “may” to indicate that it is optional – is automatic. For example, “if you control, Force drain +1 here” (Alderaan) is an automatic modifier, whereas “may add 1 to a Force drain at a related site” (Clouds) is optional. Automatic modifiers are mandatory.

As a rule of thumb, any time you choose to apply a modifier, it’s not automatic.

Bacta Tank – This Effect can be used to save only non-droid characters which were lost from table. The moment a character is lost, any cards deployed on or targeting that character are also lost. Because the character is no longer “carrying” these cards, they cannot be placed in the Bacta Tank.

When removing a character from the Bacta Tank whose deploy cost is defined by an asterisk (*), treat that deploy cost as zero. (See undefined values.)

The Bacta Tank’s ‘patient’ is on table for purposes of uniqueness only. Thus, a unique (•) character in the Bacta Tank may not be duplicated elsewhere on table.

Baniss Keeg – Deploy on your non-pilot character (except droids) to give that character pilot [P] skill. Adds 2 to power of anything that character pilots. OR Deploy on your pilot. Adds 1 to power of anything that character pilots. (Immune to Alter.)

battle – A conflict you initiate during your battle phase in an effort to deplete your opponent’s Life Force. Battle can occur at a location only if both players occupy that location – i.e., they both have presence there. (But note that if all presence is completely removed from either side before the battle’s power segment, the battle ends.)

Although weapon cards are useful during battle, weapons are not required for a battle to take place. Weapons simply allow you to target specific characters, vehicles, starships etc.

You may battle more than once during a turn, but not twice at the same location. Each of your characters, vehicles and starships may battle only once per turn, and those cards are considered to have participated in a battle from the moment it is initiated; even if they are somehow moved away from the battle or the battle is canceled, those cards may not participate in another battle that turn.

Other cards such as devices, artillery weapons, automated weapons, Interrupts and Effects may be used in more than one battle per turn (if applicable and subject to the rules on unique and

restricted cards).

Battle is an action, and follows the normal timing rules for actions. However, the weapons segment of a battle allows many kinds of actions to be initiated that otherwise cannot occur when there is a topmost action (see below).

Initiating the battle – You must use 1 Force to initiate each battle. Your opponent may respond to the initiation with one or more responses (see actions), including any ‘reacts.’ Responses that take place “if a battle was just initiated” or “at the start of a battle” may be initiated now, before the battle begins its result. (Other actions that may occur during a battle may not be initiated yet, because the battle has not begun its result).

Once the battle is initiated and any responses are over, the battle has its result. There are three segments that must occur in order: weapons segment, power segment and damage segment. (The following entries on these three segments are comprehensive; for a more concise description, see battle – summary following.)

battle – weapons segment – Any weapons involved in the battle may be fired one at a time, beginning with the player who initiated the battle and then alternating between the players; each use of a weapon is one action within the battle. Each weapon describes how it works, including the kinds of cards it may target, the Force required to fire it, the destiny draw required for success and, if successful, the consequences for the target.

Most weapons specify that they ‘hit’ their target when successful. (Some weapons, instead of causing a ‘hit,’ specify some other kind of outcome.) Any ‘hit’ cards are turned sideways, but they still participate in the battle. For example, a card that is ‘hit’ can still fire its own weapon, if it has one. (Conceptually, the entire battle is happening simultaneously, although for game purposes the individual steps are carried out sequentially.) Later on during the damage segment, all ‘hit’ cards will have to be forfeited to their owners’ Lost Piles, regardless of who wins the battle. (If the battle ends prematurely, ‘hit’ cards must still be lost.)

During the weapons segment, other actions may also be initiated in place of firing a weapon, taking turns initiating actions as normal. Such an action may be specifically related to weapons and/or the battle (e.g., playing Combined Attack, or using IG-88’s or Dr. Evazan’s game text), or it may be unrelated to both (e.g., playing Beru Stew or Gravel Storm, or peeking at your Reserve Deck with Electrobinoculars).

In fact, it is a special rule of the weapons segment that players may initiate actions even if they do not specify that they apply during a battle. More precisely, during the weapons segment, if the battle itself is the topmost action, the player who has the next opportunity to initiate an action may initiate any action that is allowable during the battle phase.

Once players 'pass' consecutively, the weapons segment ends and each remaining action initiated during the battle must be either specifically required or allowed to occur during the power segment or damage segment, or must be a response to another action in one of those segments.

battle – power segment – To determine who wins the battle, add up the total power you have participating in the battle (plus any positive or negative modifiers to total power); your opponent does likewise. If the battle is taking place at a system or sector, add the power of each of your starship and vehicle cards; if at a site, add the power of each of your vehicle cards, and of each of your character cards except those aboard enclosed vehicles and starships. Don't forget modifiers to power from the game text of the battling cards themselves, the location card, other related location cards or even cards elsewhere on table, if applicable. (And don't forget that your 'hit' cards still get to add to total power.)

Often you can increase your total power in a battle by drawing battle destiny. Each player who has a combined ability of 4 or more participating in the battle may make one destiny draw. (Having 8 ability present does not entitle you to draw two battle destiny.) To meet the 4 ability requirement, you may add up the ability numbers of any of your cards present at the battle location, as well as the ability of any drivers and pilots – but not passengers – aboard your vehicles and starships present at that location. (Some cards allow you to draw battle destiny even if you don't have 4 ability, while others say to add destiny draws, letting you add two or more destiny draws together to determine your total battle destiny.)

Each player increases their total power by the amount of their total battle destiny (if they drew any), then places their battle destiny card(s) on their Used Pile. (Battle destiny draws also create attrition in the damage segment, so make a mental note of the battle destiny totals.) The player with the higher overall total power (including battle destiny) wins the battle. If there is a tie, then the battle has no winner and no loser.

Occasionally a card will specify that you "add one destiny to power only." Although you draw such a destiny at this time (before drawing any battle destiny), this is not considered a battle destiny and does not add to attrition.

battle – damage segment – In this segment, players typically lose cards because of three factors: weapon 'hits,' attrition and battle damage.

Weapon 'hits' – Cards 'hit' during the weapons segment must be forfeited (lost) during the damage segment. Forfeiting a card causes everything on that card to be lost as well, so it's usually best to forfeit the cards aboard a vehicle or starship before forfeiting the vehicle or starship itself.

Attrition – Attrition represents inevitable losses in battle that occur regardless of who wins the battle. (For example, in *The Empire Strikes Back*™, the Dark Side clearly won the Battle of Hoth, yet they still lost some Imperial walkers to attrition.)

Attrition against you equals the total battle destiny drawn by your opponent. This attrition against you requires a mandatory forfeiture of your cards from that battle location. For example, if your opponent's total battle destiny was 3, the attrition against you will be 3 and you will be required to forfeit (if possible) one or more cards whose forfeit values total at least 3.

Your 'hit' cards may apply their forfeit values toward satisfying attrition. If forfeiting all your 'hit' cards does not satisfy all of the attrition against you, then you must forfeit additional cards until your attrition has been satisfied. (If you have no cards left to forfeit, or if all your remaining cards are immune to attrition, any remaining attrition against you is ignored.)

Sometimes you have to forfeit cards with a total forfeit value in excess of your attrition; for example, if your attrition is 5 and your cards that participated in the battle each have a forfeit value of 3, to satisfy your attrition you will have to forfeit two of those cards for a total of 6 forfeit.

Battle damage – Unlike weapon 'hits' and attrition, battle damage applies only to the player who lost the battle. The loser's battle damage is equal to the difference between the winner's total power (including battle destiny) and the loser's total power (including battle destiny). For example, if your opponent's total was 11 and yours was 7, you suffer battle damage of 4.

You may satisfy battle damage by forfeiting cards from the battle. Each card you forfeit – including those forfeited because of weapon 'hits' or attrition – satisfies battle damage up to its forfeit value.

Unlike weapon 'hits' and attrition, battle damage may also be satisfied by losing Force from your hand and/or Life Force piles. Each card lost satisfies 1 unit of battle damage. You may select which cards to lose from your hand, but if you wish to lose cards from your Life Force they must come from the top of your Force Pile, Used Pile and/or Reserve Deck. To satisfy your battle damage, you may use any combination of forfeiture and losing Force.

As with attrition, sometimes you will forfeit cards with a total forfeit value in excess of your battle damage. For example, if your battle damage is 4 but your only card that participated in the battle has a forfeit value of 6, to satisfy your battle damage you will have to either forfeit that card or lose 4 Force. For this reason it's generally a good idea to perform all your forfeiting before you lose Force.

Remember that all cards that you forfeit – including your cards that were 'hit' – automatically

count toward your attrition and your battle damage. For example, if you forfeit a 'hit' card whose forfeit value is 5, this simultaneously satisfies attrition of up to 5 and battle damage of up to 5.

Sequence of actions – Actions taken to satisfy weapon 'hits,' attrition and battle damage alternate between the players, beginning with the player who initiated the battle. You may forfeit your cards and/or lose Force in any sequence, but the order you choose sometimes has strategic importance. Once you have forfeited all of your cards that were 'hit' and satisfied all your attrition and battle damage, you may not voluntarily forfeit any additional cards.

After both players have forfeited all 'hit' cards and have satisfied all attrition and battle damage, the battle ends.

battle – summary – Following is a brief checklist of the steps to follow when you battle during your own turn.

Initiate the battle

- Use 1 Force.
- Both players must have presence at the location; each character, vehicle, starship and location is limited to one battle per turn.
- Responses such as 'reacts' and "start of battle" actions may occur now. Opponent may make the first response, then players alternate.

Weapons segment

- Fire weapons and/or initiate other actions such as Electrobinoculars and Beru Stew during this segment. Even actions not specifically related to battle may be initiated during the weapons segment.
- You initiate the first action, then alternate actions with your opponent.
- 'Hit' cards are turned sideways but continue to participate in the battle.

If all presence is removed from either side of the battle (e.g., because of tauntauns 'reacting' away from the battle, or a card play such as Hit And Run) prior to the power segment, the battle ends. (However, any 'hit' cards must still be lost.)

Power segment

- Each player adds up the total power of their cards participating in the battle (plus any positive or negative modifiers to total power). Do not include power of characters aboard enclosed

vehicles and starships.

- Each player with total ability of 4 or more in the battle (not counting ability of passengers aboard enclosed vehicles and starships) may draw one battle destiny – or more than one by using special cards – and add that total battle destiny to total power. Make all your draws first, then your opponent does likewise.

- The player with the higher overall total power (including battle destiny) wins the battle.

Damage segment

- All actions taken to satisfy weapon 'hits,' attrition and battle damage alternate between players, beginning with you. Although each player may take such actions in any order, it is recommended that new players follow the sequence below.

- All cards 'hit' by weapons must be forfeited.

- Each player's total battle destiny causes attrition for the opposite player. Each player who is affected by attrition must forfeit enough cards (including any 'hit' cards) to satisfy attrition. If you have no cards left to forfeit, or if all your cards remaining are immune to attrition, any remaining attrition is ignored.

- The loser of the battle suffers battle damage equal to the difference between the overall power totals (including battle destiny). The loser must forfeit cards and/or lose Force, one at a time in any sequence, to satisfy battle damage. Each card forfeited (including cards forfeited because of weapon 'hits' and attrition) satisfies battle damage up to its forfeit value; each card lost (from hand or Life Force) satisfies 1 unit of battle damage. The loser may not leave any battle damage unsatisfied.

battle – winner and loser – The winner and loser of a battle are determined during the power segment of the battle. At this time, initiate and/or complete all actions depending on this determination. (If there is a tie, there is no winner and no loser of the battle.)

battle damage – The amount of Force damage you incur when your opponent's total power in a battle is greater than your own. Your battle damage is equal to the difference between the overall power totals (including battle destiny). You may satisfy battle damage by losing Force (1 lost Force satisfies 1 unit of battle damage) and/or by forfeiting cards you have participating in that battle (each card satisfies battle damage up to its forfeit value). Such forfeited cards may simultaneously satisfy weapon 'hits,' attrition and battle damage affecting you.

battle destiny – One or more destiny draws made during the power segment of a battle. If you have 4 or more ability participating in the battle (not counting ability from passengers

aboard enclosed vehicles and starships), you may draw one battle destiny. Special cards also allow you to draw one destiny when not otherwise able, or to add one or more destiny draws to your total battle destiny. Your total battle destiny (if greater than zero) increases your total power in the battle, and also causes attrition against your opponent regardless of who wins the battle. Drawing battle destiny is optional.

battle destiny modifiers – Actions that modify battle destiny (such as the first function of Don't Get Cocky) may be initiated during the weapons segment of a battle.

The result of a battle destiny modifier is to schedule an automatic modifier that will occur when battle destiny is drawn. Multiple copies of the same battle destiny modifier are not cumulative.

If the conditions for initiating the battle destiny modifier include a certain character, and that character is lost before destiny is drawn, the battle destiny modifier still works because it has already been scheduled to occur.

If you begin a battle with multiple characters, and all but one of your characters are removed from the battle before the end of the weapons segment, you may then play any applicable 'alone' battle destiny modifiers.

battle phase – Fourth phase of each turn, in which you may initiate one or more battles against your opponent's characters, vehicles and starships.

battleground – A battleground is any system, sector or site location where both players (1) have Force icons, (2) are able to deploy and (3) are not prevented from initiating battle by game text. For example, the following locations are not battlegrounds:

- Yavin 4: Docking Bay with a Sleen present (the Sleen cancels a Force icon).
- Shielded Hoth sites (Dark Side may not deploy there).
- Any site where Yoda is alone ("battles... happen not unless present a Dark Side character of ability > 3 there is").

Such locations could become battlegrounds, assuming all other battleground criteria are met, by (in the examples above) moving the Sleen away from the Docking Bay, "blowing away" the Hoth: Main Power Generators or bringing a Dark Side character of ability > 3 to Yoda's location.

Beggar – This Light Side Effect remains on table and allows you to use any amount of your opponent's Dark Side Force during each of your turns. At the end of each of your turns, if you chose to use zero or 1 Dark Side Force that turn, the Beggar remains on table; if you chose to use 2 or more Dark Side Force, the Beggar is lost.

Force used by your opponent never counts against your Beggar. For example, some Jawas require the use of Force by both players when deploying. The portion of the Jawa's deploy cost that your Dark Side opponent is required to pay does not count against the Beggar; however, if you choose to use Dark Side Force to pay for your portion of the deploy cost, this does count against the Beggar.

beginning the game – See starting the game.

Beru Lars – Forfeit +2 when at same site as Owen Lars or a Hydroponics Station. If lost from table during opponent's turn, Luke is power +3 until the end of your next turn.

Beru Stew – Errata: The title of this Interrupt has been revised to read, “•Beru Stew”; thus, it is now unique (•).

Activating Force is the result of this Interrupt, not a condition of initiation (see actions). If a player is unable to activate 2 Force, that player must activate 1 if possible.

Besieged – Deploy on a captured starship. Your characters present with captured starship may battle opponent's characters aboard it (as if present together at a site). Effect canceled if starship escapes or is stolen.

This Effect allows your characters on a Star Destroyer, at Death Star: Docking Bay 327 or at Star Destroyer: Launch Bay to battle your opponent's characters ‘trapped’ aboard a captured starship there. This works like a battle at a site.

If the Light Side has one group of characters in the docking bay or launch bay and another group trapped on the starship, these two groups may not combine when *Besieged* is played. You may initiate a battle against one group or the other, but not both on the same turn. The characters on board the starship may not initiate battle, and do not participate in any battles other than those you initiate against them using *Besieged*.

If the trapped characters are eliminated (which might take several turns), you steal the starship. A permanent pilot is conceptually replaced by a Dark Side permanent pilot. Any cargo becomes stolen property, usable by the Dark Side.

If at any time you do not have any Dark Side characters present with a starship targeted by *Besieged*, that starship escapes to the Light Side of the appropriate system or sector (or to the Used Pile, if the Light Side player so desires). A permanent pilot on your Star Destroyer is not sufficient to prevent the captured starship from escaping.

Regardless of which side controls the starship, the *Besieged* card remains on the starship (and thus is not available to be retrieved from the Lost Pile) until that starship is no longer on table.

See captured starships; see tractor beaming.

Bespin: Cloud City – This location is a cloud sector.

Bespin location deployment – See Cloud City.

Bespin Motors Void Spider THX 1138 – May add 3 passengers. Permanent pilot provides ability of 1. May move as a 'react.' W Landspeed = 3. OR Up to 3 characters may shuttle to or from same site for free. (The white-border version of this vehicle which reads "1 driver and 2 passengers" was misprinted.)

Biggs Darklighter – Adds 2 to power of anything he pilots. When piloting Red 3, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.

Bionic Hand – When this device is used with a character weapon and more than one card is drawn for weapon destiny, the character adds 1 to total weapon destiny.

Blast The Door, Kid! – If a battle was just initiated at an interior site, use 1 Force to exclude from that battle all characters of ability > 2 and all leaders (on both sides).

Blasted Droid – During your control phase, fire (for free) one of your blasters carried by a trooper or one of your automated weapons. Any 'hit' targets are immediately lost.

See Sniper.

Blaster – Use 1 Force to deploy on your warrior. May target a character, creature or vehicle using 1 Force. Draw destiny. Target hit if destiny > defense value.

Blaster Proficiency – The first function of this Interrupt adds 3 to total weapon destiny, not each destiny draw.

Blaster Rack – Deploy on your side of table. At any time, you may transfer one of your character weapons from any site to the Blaster Rack. During your deploy phase, weapon may be transferred to your character on table for an expenditure of Force equal to the weapon's deploy cost.

You may place weapons in the Blaster Rack at any time between other actions. Thus, you may not place cards in the Rack as a response to a character leaving the table.

A Blaster Rack and cards inside are all on table. This means, for example, that a unique (•) weapon in the Blaster Rack may not be duplicated elsewhere on table.

Blaster Rifle – Use 2 Force to deploy on your warrior. May target a character, creature or

vehicle using 2 Force. Draw destiny. Target hit if destiny +1 > defense value.

Blaster Scope — Deploy on your Imperial Blaster or Blaster Rifle. Scope allows that weapon to target at an adjacent site.

A Blaster Scope may deploy on an Imperial Blaster, a Blaster Rifle or any weapon that has either of those two characteristics, including the Assault Rifle and the Light Repeating Blaster Rifle (see characteristics). It may also deploy on 4-LOM's Concussion Rifle, as indicated by the weapon's lore and game text.

See long-range weapons.

Blizzard 1 — May add 2 pilots and 8 passengers. Immune to attrition < 4. Landspeed may not be increased. When using AT-AT cannon to Target The Main Generator, adds 1 to total.

Blizzard 2 — May add 1 pilot and 8 passengers. Immune to attrition < 4. Landspeed may not be increased. Permanent pilot provides ability of 2.

Blizzard Scout 1 — May add 1 pilot or passenger. May move as a 'react'. Power +1 at any Hoth site. Permanent pilot provides ability of 1.

Blizzard Walker — May add 2 pilots and 8 passengers. Immune to attrition < 4. Landspeed may not be increased.

blown away — Hoth: Main Power Generators — When the Hoth: Main Power Generators site is "blown away,"

- the power generators are destroyed (turned face-down);
- the Hoth energy shield is deactivated; and
- all cards at that site are lost.

Turning the site card face-down identifies it as an unnamed, exterior Hoth site where cards can still deploy, battle and move. Its only other remaining usable feature is its marker number. The site card may not be deployed again (or converted).

You lose 8 Force only when the site is "blown away" by Target The Main Generator, not when it is lost in another way (such as when the Hoth system location is "blown away" by Commence Primary Ignition).

blown away — systems — When a system is "blown away,"

- the targeted planet or Death Star is destroyed (turned face-down); and
- locations which are part of that planet or Death Star (i.e., related sites and cloud sectors), and all cards at such locations, are lost.

If the system you “blew away” was a Rebel Base or Death Star, your opponent loses Force equal to twice the total number of their Force icons which were at the destroyed locations (including modifications by cards such as Presence Of The Force, Sleen and Yoda).

The destruction of the planet or Death Star does not affect related asteroid sectors or any starships or mobile systems in orbit.

Turning the system card face-down identifies it as an unnamed system where cards can still deploy, battle and move. Its only other remaining usable feature is its parsec number. The system card may not be deployed again (or converted). No sites or cloud sectors may be deployed to the unnamed system (although asteroid sectors and their related sites may deploy there, if the system was formerly a planet system).

bluff rules – When playing the Dark Side, once during each of your turns (during any phase) you may place one card from your hand face-down on your side of the Tatooine: Bluffs site. This card is called a “bluff card” and it is not considered to be in play. Each bluff card allows you to cumulatively add 1 to your Force drains at the Bluffs.

Your opponent can choose at any time to turn over one of your bluff cards.

- If it is a character, it immediately deploys at the Bluffs for free (but must obey normal uniqueness and deployment restrictions, or is instead lost).
- If it is not a character, it is lost and you lose an additional 2 Force.

Bluff rules function as follows when Expand The Empire or Revolution is played:

- Expand The Empire allows you to place bluff cards at sites adjacent to the Tatooine: Bluffs site, creating enhanced Force drains and/or free deployment at those sites as well. If Expand the Empire is canceled, all bluff cards at the adjacent sites are lost.
- Revolution does not allow the Light Side player to place bluff cards.

BoShek – Adds 3 to power of anything he pilots. May make a Kessel Run in place of a smuggler. Immune to attrition < 3.

Boba Fett (Cloud City) – Adds 3 to power of anything he pilots. When piloting Slave 1, also adds 2 to maneuver and may draw one battle destiny if not able to otherwise. When escorting a

captive, captive is forfeit +5. May 'fly' (landspeed = 3). Immune to attrition < 3.

Boba Fett (Special Edition) – Adds 2 to power and 1 to maneuver of anything he pilots. May deploy –1 as a 'react' to same site as a gangster or smuggler. When firing weapons, any 'hit' characters are forfeit = 0. May 'fly' (landspeed = 3). Immune to attrition <3.

Boba Fett's Blaster Rifle – Use 1 Force to deploy on Boba Fett, or 3 on your other bounty hunter. May deploy as a 'react'. May target a character, creature or vehicle using 2 Force. Draw destiny. Add 1 if targeting a vehicle. Target hit if total destiny > defense value. May fire repeatedly for 1 Force each time.

When you use this character weapon to fire repeatedly, you must use 2 Force for the first firing and 1 Force for each additional firing.

boldface type – Type style used in card lore to emphasize some characteristics that are relevant to gameplay.

Bombing Run – This Mobile Effect defines a "target zone" and allows your piloted bombers to move and battle there. Such bombers are not landed, but rather are conceptually flying in the atmosphere (much like a snowspeeder). Their permanent pilots have presence at the site and thus may block opponent's Force drains and participate in battle, even if they do not carry Proton Bombs.

When a TIE Bomber begins a Bombing Run by moving to a site, this is a regular move which requires 1 Force. The return trip to the system is a second regular move (even though it occurs during the battle phase) which also requires 1 Force. If it is not possible for the bomber to return to the system, it remains at the site but is not considered landed. (As soon as it is possible for the bomber to return at the end of one of your battle phases, it must do so – even if Bombing Run has been canceled.)

Boosted TIE Cannon – Use 1 Force to deploy on your TIE Advanced x1. May target a starship using 1 Force. Draw destiny. Subtract 1 if targeting a capital starship. Add 1 if targeting a starfighter. Target hit if total destiny > defense value.

Bossk – Adds 2 to power of anything he pilots. When piloting Hound's Tooth, draws one battle destiny if not able to otherwise. Adds 1 to attrition against opponent in battles at same site. May reduce Chewie's forfeit to zero while present.

This alien adds 1 to attrition of zero (e.g., a location drawn for battle destiny), but cannot add 1 to "no attrition" (i.e., no battle destiny draw).

Bounty – This Effect allows you to retrieve Force only if the bounty hunter who delivers the

captive to a prison is the same bounty hunter who seized that character when it was captured.

Bowcaster – Use X Force to deploy on your warrior, where $X = (7 - \text{warrior's power})$. X cannot fall below 1. May target a character or creature using X Force. Draw destiny. Add 1 if targeting a character, 2 if targeting a creature. Target hit if total destiny > defense value.

Bubo – Although this creature does not attack your own characters, it does still consider them to be potential ‘meals’ and thus does not move away from them.

but may move elsewhere – Cards with deployment restrictions such as “deploys only on Hoth” are generally allowed to move elsewhere unless otherwise specified; thus, this redundant phrase is no longer used on cards.

Brainiac – If you are confused about how to use this alien’s destiny number, consider the words of Brainiac himself: “One cannot do less than is required, nor more than is allowed.”

Brainiac counts as a card in hand when computing Y to determine his own deployment cost. He may provide nav computer capability on a starship as a passenger, but Brainiac is not an astromech and thus cannot occupy astromech capacity.

Brainiac’s destiny and power should not be rounded. For example, if Brainiac is drawn for battle destiny and a player must satisfy π attrition, that player must forfeit at least π points of forfeit value.

Imaginary numbers (which have a negative number within the square root) result in a minimum power of 1. Also, players must use the positive root (thus, the square root of 4 is 2, not -2).

C-3P0 (See-Threepio) – This droid adds 2 to total power for each pairing of one Rebel and one droid, neither of which may be used as part of another pair.

cancel – Act of preventing an action (such as a card play or a battle) from having its result. Any costs paid to initiate that action remain paid. When you cancel an action that was limited to once during a particular time period (such as a turn, a control phase or a battle), that action may not be initiated again during that same time period.

When a card is canceled, it is placed in the Lost Pile unless otherwise directed. However, if a destiny draw is canceled, the card drawn goes to the Used Pile because only the destiny draw was canceled, not the actual card itself.

cannot be moved – The phrase “cannot be moved” means that a card may not make any regular move or unlimited move and may not move as a ‘react’ (although it may deploy as a ‘react,’ if applicable, or may be placed in a Used Pile, Lost Pile, Crash Site Memorial etc.,

because such actions are not movement).

cannot fall below zero — See negative numbers.

cannot move — The phrase “cannot move” is exactly like “cannot be moved,” with one exception: such cards may be moved when physically carried by a vehicle, starship or creature (e.g., Wampa or Bog-wing).

Cards which “cannot move” cannot use transport cards such as Elis Helrot, Nabrun Leids, Escape Pod, Evacuate? and Chief Bast.

When an action attempts to move a group of cards, and one or some of those cards “cannot move,” the action is not canceled; simply move all cards in the group that are able to move.

Even when a character “cannot move,” you may choose whether that character is occupying pilot capacity or passenger capacity on a vehicle or starship. This is not considered to be movement.

Cantina Brawl — This Interrupt targets characters “with an ability number” and thus does not affect droids.

capacity — Limit that a vehicle or starship can carry, as defined on the vehicle or starship card.

When a vehicle or starfighter’s capacity includes pilots, drivers and/or passengers, this capacity conceptually represents the bridge or cockpit. When its capacity includes other vehicles and starfighters, this capacity conceptually represents the cargo bay. Only characters which are conceptually “on the bridge” (or cockpit) take up capacity; those remaining aboard something in the cargo bay, or currently at a vehicle or starship site, do not occupy capacity and may not pilot, drive or otherwise enhance the vehicle or starship.

capital starships — Capital starships may deploy and move only to systems and asteroid sectors, unless the card says that it “moves like a starfighter.”

capitalization — The specific capitalization of card names, characteristics and other game terms is not relevant for gameplay purposes. For example, the words “Stormtrooper” and “stormtrooper” are interchangeable; both refer to any character with the characteristic of stormtrooper. (See characteristics.)

Captain Han Solo — Deploys only on Falcon, Hoth or Cloud City. Adds 3 to power of anything he pilots. When piloting Falcon, adds one battle destiny and 2 to maneuver. Once during each battle, may use 2 Force to cancel one opponent’s destiny just drawn and cause a re-draw.

Captain Khurgee — Once during each of your control phases, you may use 2 Force to take one Scanning Crew into hand from Reserve Deck; reshuffle.

Captain Lennox — Adds 2 to power of anything he pilots (3 if starship is Tyrant). When on a Star Destroyer, may use its tractor beam once during each of your control phases.

This Imperial allows you to utilize one Tractor Beam twice in a turn, once during the control phase and once at the end of a battle.

Captain Needa — Adds 2 to power of anything he pilots. When piloting Avenger, that starship is also immune to attrition <4. You may re-target applicable Utinni Effects to Needa. If in a battle where you choose to forfeit characters, you must forfeit Needa first.

You 'choose' to forfeit characters because of battle damage or attrition; those forfeited because of weapon 'hits' are not by choice.

Captain Piett — Power +1 when at same site as Vader. Adds 2 to power of anything he pilots (3 if starship is Executor). May use 1 Force to take one Probe Droid into hand from Reserve Deck; reshuffle.

This Imperial may take a Probe Droid into hand any number of times during any player's turn.

Captive Fury — When your escorted captive(s) use this Interrupt to initiate a battle, if you have other characters at the same site they also participate in that battle.

captives — See captured and missing cards; see escorting.

captured and missing cards — Captured and missing cards function in the game in a similar fashion. A captured or missing card is on table only for purposes of uniqueness, and for cards that specifically target or refer to captured or missing cards (as appropriate). Although no new cards may deploy on or target the captured or missing card, any Utinni Effects or other cards that targeted the card before it became captured or missing continue to do so.

captured starships — When your tractor beam captures a starship, place it beneath the card on which the tractor beam is deployed. Your opponent no longer controls the captured starship and cannot deploy any new characters there. (Any Light Side characters already aboard are simply 'trapped,' not captured.) No characters (of either player) may embark on the captured starship.

Whenever a captured starship has no Light Side characters aboard, you steal it (relocate it to your side of the appropriate location card); see stealing. (You may use the Besieged card to attempt to eliminate Light Side characters aboard a captured starship.)

If the captured starship is underneath a site (i.e., Death Star: Docking Bay 327 or Star Destroyer: Launch Bay), the characters on the captured starship can disembark there for free, but only if the Light Side controls that site. If all of the opponent's characters aboard disembark, you steal it.) Neither player's characters at the Docking Bay are allowed to embark on the captured starship.

If your tractor beam card is canceled, any cards which are being held underneath the related Star Destroyer, Star Destroyer: Launch Bay or Death Star: Docking Bay 327 are released and return to the Light Side of the system or sector (or to the Used Pile, at your opponent's option). If a card with captured starships held underneath is removed from table (by any means), those captured starships are lost.

See captured and missing cards.

capturing — Only the Dark Side may capture; if the Light Side somehow controls a card which allows capturing, the Light Side may not use the capturing portion of that card. The Dark Side may capture only Light Side cards. (However, both players can steal the opponent's cards, which is different from capturing.)

capturing characters — Dark Side bounty hunters and warriors typically capture Light Side characters using cards like Zuckuss' Snare Rifle and We Have A Prisoner, then escort those captives to a prison.

Whenever a rule or card says that characters are captured, you have three options:

- **Seizure** — Each of your bounty hunters and warriors at same location may seize (take into custody) one of the captured characters; place the captive face up beneath the bounty hunter or warrior. (See escorting.)
- **Imprisonment** — If the capture takes place at any prison, you may imprison any number of the captured characters there; place the captives face up beneath that prison.
- **Escape** — Any captives not seized or imprisoned will escape to the Light Side player's Used Pile.

Once you seize or imprison a character, you may not voluntarily release that character. Your opponent may release captured characters only by using specific cards (see releasing captives).

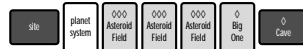
Carbonite Chamber Console — Deploy on Carbonite Chamber. Adds 3 to Carbon-Freezing destiny. Also, once during each of your turns, you may use 1 Force to take one Ugnought, Prepare The Chamber or Carbon-Freezing into hand from Reserve Deck; reshuffle.

card type — Whenever game text on a card uses the specific phrase "card type" (e.g., Hiding

In The Garbage), such references refer to the icons used in the upper left-hand corners of the cards. Sites, systems and sectors, which have no upper left-hand icon, share the card type of “location.”

carrying – Whenever one card is carrying another, you indicate this by placing the carried card underneath the carrying card.

cave rules – The Big One: Asteroid Cave or Space Slug Belly site is a special location which must deploy next to a Big One sector, as shown below.



Normally this location is an asteroid cave (planet site). However, when a Space Slug creature is present at the related Big One sector, the location slides next to the Space Slug and becomes a space slug belly (creature site).

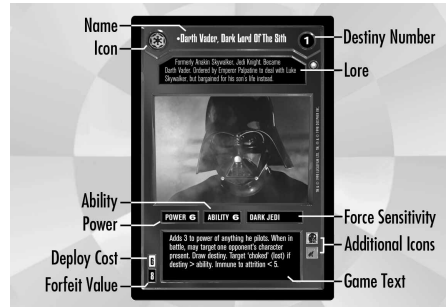


When this site is a belly, starfighters may not land or take off if the Space Slug’s mouth is ‘closed’ (as defined by the Space Slug’s game text). If the Space Slug is lost, all cards in the belly are also lost and the site then slides next to the Big One, reverting to a cave. Whether the site is a cave or a belly, it is always ‘related’ to the Big One, and characters, vehicles and creatures may deploy there normally.

Chall Bekan – When deployed, you may take one non-unique alien into hand from Reserve Deck; reshuffle. Adds 2 to power of anything he pilots. Your aliens deploy –1 to same or adjacent Tatooine site.

character – A type of Light Side or Dark Side card that represents a Rebel, Imperial, alien, droid or Jedi Master. A few characters represent more than one of these things; for example, Chewbacca (in the A New Hope expansion set) is both a Rebel and an alien. Characters have landspeed of 1 unless otherwise specified.

‘Character’ is a game term that refers only to cards of the character type. Although cards of other types (e.g., starships, creature vehicles) sometimes provide ability, these are not characters. (See permanent pilot.)



characteristics – In addition to common attributes (e.g., deploy cost, power, ability), many cards have additional game-relevant features called characteristics (e.g., leader, trooper, Wookiee, female, dejarik). Some characteristics are obvious based on common Star Wars knowledge and observation (e.g., Leia is female), and thus it is unnecessary to print them on certain cards. However, most characteristics are printed on the cards, and some are highlighted in boldfaced type (particularly those that are important to gameplay or are not very obvious).

Characteristics may be found anywhere on cards. For example, the characteristic of leader is found in the

- title of Imperial Squad Leader;
- lore of Momaw Nadon; and
- game text of K-3PO.

Of course, context determines whether a word actually defines a characteristic or not (e.g., the phrase “Wingman of Gold Leader” in Pops’ lore is a reference to a different character and does not make Pops a leader).

Each characteristic applies only to certain card types. For example, ‘dejarik’ applies only to Effects and Interrupts; ‘leader’ applies only to characters. Thus, Red Leader In Red 1 (a starship card) is not considered a leader for gameplay purposes.

Also, characteristics do not override card types; thus, Leia Organa and the Utinni Effect Yerka Mig, despite the appearance of the word ‘Imperial’ in their lore, are obviously not considered to be Imperials for gameplay purposes.

Charming To The Last – This Interrupt must target a Rebel of ability > 2 and thus may not target the •Leia card from the Jedi Pack.

Chasm – See the Dark Side counterpart, Abyss.

Chewbacca – Power +1 at same location as Han. Adds 2 to power of anything he pilots. When piloting Falcon, also adds 1 to maneuver. Your vehicles, starships and droids at same site go to Used Pile (rather than Lost Pile) when they are ‘hit’.

Chief Bast – Adds 2 to power of anything he pilots. Power +1 if at same site as Tarkin. If a battle was just initiated where Bast is aboard a starship, he may ‘evacuate’ (relocate) with one other non-droid character present to a related site.

This Imperial may not evacuate to a site by himself; he must accompany one other Dark Side character present. This evacuation is free.

Chief Retwin – This Imperial may target any weapon or device deployed on a site (including “movable” weapons and devices such as seekers), but may not target cards deployed on a character, vehicle or starship at a site.

Clak’dor VII – LIGHT (1): If you occupy, each Bith character is destiny +2. DARK (0): If you control, each Bith character is destiny –1 and Ghhk is power +2 in battles at a holosite.

The destiny modifiers on this system location affect all Bith character cards (of both players), whether on table or drawn for destiny.

Cloud City location deployment – All Cloud City sites are related to Bespin and thus may be deployed even if the Bespin system and the Bespin: Cloud City sector are not on table. The Bespin system layout is shown below.



The first docking bay site (either East Platform or Platform 327) is placed between the interior sites and the exterior sectors. If the second platform is deployed, it is placed at the “far” end of the interior sites so there are docking bays at both ends of the Cloud City sites. You may use docking bay transit to go from one platform to the other.

Cloud City Blaster – Use 2 Force to deploy on your warrior at a Cloud City site. May target a character or creature using 2 Force. Draw destiny. Target hit (and may not be used to satisfy attrition) if destiny > defense value.

This weapon may be transferred to another character only when that character is at a Cloud City site. (See weapons – transferring.)

Cloud City Sabacc – This Interrupt allows you to win one starfighter, not a squadron (see squadrons).

cloud sectors – Cloud sectors deploy to any planet system (except a “blown away” planet system). They are placed between the system location and its related sites, and represent various “altitudes” of airspace above the planet’s surface.

Starfighters and cloud cars may deploy, battle and move at cloud sectors. (Capital starships, except those that deploy and move like a starfighter, may not.) Three types of regular moves (each requiring 1 Force) are allowed:

- System to sector – A starfighter may move from a planet system location to the cloud sector next to it (or vice versa).
- Sector to sector – A starfighter or cloud car may move up to two cloud sectors at a time (for 1 Force).
- Sector to site – A starfighter or cloud car at the lowest-altitude cloud sector (the one closest to the sites) may land at or take off from any related exterior site.

Cloud sectors effectively increase the cost of landing, taking off and shuttling:

- Starships may not land or take off directly between the system and its related sites (they must “fly through” the cloud sectors).
- Each cloud sector cumulatively adds 1 to the cost of shuttling between the planet system and its related sites.

Cloud sectors are related to the planet system where they are deployed and to that planet’s sites. They are part of the planet and thus take on its name (i.e., cloud sectors at Tatooine are Tatooine locations, effectively becoming “Tatooine: Clouds”). If the planet is “blown away,” cloud sectors there are destroyed (lost).

See sectors and asteroid sectors.

Clouds – This sector subtracts 2 from power and 2 from maneuver of each squadron present.

collapsed – When an interior site is ‘collapsed’ (e.g., by Collapsing Corridor), all cards at that site are lost and its Force icons and game text are canceled. The site remains in play for other purposes; however, each deployment or movement to or from that site requires 1 additional Force. A collapsed site is ‘rebuilt’ if either player deploys a new copy of that site.

A ‘collapsed’ docking bay still allows docking bay transit to that site, because the card’s title still

indicates it is a docking bay. However, transit from the docking bay is not possible because the site's game text is canceled.

Collision! — Use 1 Force if opponent has at least two starships present at same system or sector. Draw destiny. If destiny < number of those starships, opponent must lose one of them.

Colonel Wulf Yularen — This Imperial is power +1 with any or all of the three cards mentioned in its game text (not power +1 for each).

combat vehicles — A kind of vehicle which is specialized for battle. A combat vehicle must have a pilot to move and to use power, maneuver and landspeed. (However, it may be shuttled or transferred without a pilot aboard.)

Combined Attack — During a battle, target opponent's starship present with two (or more) of your starship weapons. Add all weapon destiny draws together. Apply that total separately for each weapon.

This Interrupt combines the firing of two or more starship weapons into a single action. You may choose to fire any or all of your applicable weapons, at normal use of the Force.

Come With Me — Use 1 Force to target a starfighter's permanent pilot. Draw destiny. If destiny > 2, deploy on starfighter to remove permanent pilot (otherwise, Effect is lost). May add 1 pilot. (Immune to Alter.)

This Effect increases pilot capacity of the targeted starfighter by one. Although Come With Me may target either player's starfighter, it does not allow the Dark Side to deploy a pilot to a Light Side starfighter. This Effect does not target squadrons.

Comm Chief — Adds 2 to power of anything he pilots, and that starship or vehicle moves for free.

Commander Brandei — Adds 2 to power of anything he pilots. Once during each of your control phases, when aboard a Star Destroyer or at any docking bay, may use 1 Force to take one TIE into hand from Reserve Deck; reshuffle.

Commander Desanne — Adds 2 to power of anything he pilots. Your shuttling, landing and taking off to or from same location is free. During your control phase, may take one Lambda shuttle or Landing Craft into hand from Reserve Deck; reshuffle.

Commander Luke Skywalker — Deploys only on Hoth. Adds 3 to power of anything he pilots. When piloting Rogue 1, also adds 2 to maneuver. Immune to attrition < 3. Adds 1 to forfeit of each other Rogue Squadron pilot or gunner at same Hoth site.

Commander Nemet — Adds 1 to power and maneuver of anything he pilots. Opponent may not 'react' to or from same location.

Commander Praji — Adds 2 to power of anything he pilots. When piloting Devastator, also adds 1 to hyperspeed. Where present, cancels game text of C-3PO or R2-D2.

Commander Vanden Willard — When at a war room you control, adds 1 to power of each Rebel starship at the related system. May use 1 Force to cancel Astromech Shortage.

Commence Recharging — Deploy on a superlaser. May not fire at a planet until 'recharged.' Opponent may use Force (stacking it here); accumulating 8 Force recharges superlaser. When fired at a planet, Effect is canceled. If Effect canceled, accumulated Force is placed in Used Pile.

The 8 Force specified by this Effect must be stacked on the Effect itself and are separate from the X Force required by Commence Primary Ignition.

Computer Interface — To initiate this Interrupt, you must have at least one card each in your Reserve Deck, Force Pile and Used Pile.

Concussion Grenade — Use 2 Force to deploy on your warrior. May 'throw' at same or adjacent site. Draw destiny. All characters, weapons and devices with that destiny number present at that site are lost. (Only your warrior is lost if destiny = 0.) Concussion Grenade also lost.

See long-range weapons.

Conquest — May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability of 1. Just after initiating battle against Falcon, may peek at opponent's hand.

control of a location — You control a location if you have presence there and your opponent does not.

Control of a location is checked whenever required, not just during the control phase. The condition is continuous.

control phase — Second phase of each turn, in which you may initiate Force drains.

converting characters — When you convert a character such as Lando (via persona replacement) or the Tonnika Sisters (via Double Agent) to your side of the Force, that card moves to your side of the table and is used as your own. The character retains their identity, and cards deployed on or targeting the character continue to function normally.

Note that Luke does not “convert” because of Epic Duel, he crosses over (see crossing over).

converting locations – When a location is converted, any applicable Effects and other cards there remain in play and affect the converted version of the location card. Cards that are not applicable are placed in the Lost Pile.

Corellia – LIGHT (1): Your Falcon (with one pilot) and your Corellian corvettes may deploy here as a ‘react.’ DARK (1): Each of your starships are hyperspeed +1 when moving from here.

Coruscant location deployment – See locations.

Counter Assault – This Interrupt does not cause a battle and thus cards may not be forfeited to reduce Force loss.

Remember that, at a system location, characters and vehicles aboard starships are not present at the system. Therefore, for Counter Assault there will ordinarily only be one destiny draw per starship at the system but none for any cards aboard.

A Counter Assault may technically be played at a holosite but, since there are no characters present (only dejariks and holograms), no destiny will be drawn and zero will be compared to the opponent’s total power.

counting cards – At any time, you may count the cards in your own hand, pile or deck (but when counting your Lost Pile you must do so face down). You may request that your opponent count his own hand, pile or deck, and tell you the correct count. However, you may not count (or request a count of) any Reserve Deck if it contains any face-up cards (e.g., because of Through The Force Things You Will See) or if it contains cards from the opposite side of the Force (e.g., an ‘insert’ card or a card that was won or stolen).

You may count (or request a count of) any hand, pile or deck if using a card that allows or requires the count (e.g., We’re Doomed). Also, any card which allows peeking at, or taking a card from, a hand, pile or deck also allows counting as part of the process (in this case, reshuffle only if required by that card or if necessary because of ‘insert’ cards).

Courage Of A Skywalker – The second function of this Interrupt may be used during any duel, not just a duel involving a Skywalker.

Crash Landing – If you have a piloted AT-AT present at a site, target opponent’s non-creature vehicle present at same or adjacent exterior site. Draw destiny. If AT-AT has a vehicle weapon, add 1 to destiny draw. Target ‘crashes’ if total destiny > 3.

Crash Site Memorial – This Effect can be used to save only vehicles, droids, weapons and

devices which were lost from table. Also, for example, the moment a vehicle is lost, any characters, Utinni Effects etc. deployed on or targeting that vehicle are also lost. Because the vehicle is no longer “carrying” these cards, they cannot be placed in the Crash Site Memorial.

When it is deployed, Crash Site Memorial does not save any already lost cards, only cards lost after the Memorial is deployed.

A Crash Site Memorial and cards inside are all on table. This means, for example, that a unique (•) droid in the Memorial may not be duplicated elsewhere on table.

The “vehicles, droids, weapons and devices” limitation on adding lost cards to your Memorial does not restrict your ability to exchange cards of any type.

crashed – Some cards can cause a vehicle to crash. A crashed vehicle has no landspeed, power or maneuver. If the vehicle has armor it is reduced to armor = 2 (see unmodifiable values). A crashed vehicle may not utilize game text, vehicle weapons or any cards which would logically require the vehicle to be operational (Trample, Attack Pattern Delta etc.).

Characters aboard a vehicle that is crashed are not automatically lost and may disembark during your move phase. However, if the ‘crashed’ vehicle is enclosed,

- embarking or disembarking requires 1 Force per character and
- any character remaining aboard may not use power, ability or game text that applies to battle.

Because a crashed vehicle may not utilize game text, any permanent pilot aboard does not provide ability (or presence). (Remember, if presence is completely removed from one side during a battle, the battle ends.)

creature vehicles – Creature vehicles have ability and thus do not require drivers or pilots. If a creature vehicle is lost, any characters aboard it may “jump off” – disembark – at the same site and survive.

creatures – Creatures deploy and move only within their ‘habitat’ (as defined on each creature’s card). Neither presence nor Force icons are required for deployment. Creatures have a landspeed of 1, and may move during each of their owner’s move phases (for free).

creatures – attacks – Creatures do not participate in battles (and thus weapons cannot normally target a creature during a battle); instead, they participate in attacks. Cards that specifically affect battles do not affect attacks, and vice versa.

Creatures attack only when they are present with another creature, a creature vehicle or a non-droid character (even if missing or captured). However, characters aboard any non-creature

vehicles (even open vehicles) are protected from creature attacks.

Ferocity – Creatures have a ferocity number which they use both offensively and defensively. If a creature has a variable ferocity, such as “3 + destiny,” draw such destiny each time the creature participates in an attack, or when its ferocity is required by a card (e.g., Yaggle Gakkle).

There are three kinds of attacks:

- creatures attacking other creatures;
- creatures attacking non-droid characters and creature vehicles; and
- creatures being attacked.

Attacks do not create battle damage, attrition or forfeiting, and thus no Force is lost by either player.

Attacking other creatures – If at any time two creatures are present together, they immediately attack each other (unless they are the same kind of selective creature); this is an automatic action. Compare their ferocity numbers. The creature with the lower ferocity is ‘eaten’ (lost). If there is a tie, both creatures are lost.

If there are more than two creatures present, choose two randomly to attack each other. Continue the process of creatures attacking each other until there are fewer than two present (or until they are all the same kind of selective creature).

Attacking non-droid characters and creature vehicles – During every battle phase (of both players), each creature present with one or more non-droid characters and/or creature vehicles must initiate one attack. If there are targets for the creature to attack on both sides of the Force, the creature’s owner decides which side will be attacked. If there is more than one potential target on that side, choose one randomly. Compare the creature’s ferocity to the target’s power (plus one destiny if the target has 4 or more ability). If ferocity > power, the target is defeated. Normally, this means the target is ‘eaten’ (lost), although certain cards specify other results of being defeated.

Creatures being attacked – During each of your battle phases, your characters, vehicles and starships present with one or more creatures may initiate one attack against one of those creatures (your choice). All of your cards that could participate in a battle at that location participate in the attack. (Your characters, vehicles and starships may initiate one battle per location and/or one attack per location.)

Use 1 Force to initiate an attack against a creature. You may fire applicable weapons at that

creature. (Weapons that target characters can also target creatures, as indicated by the revised weapon game text presented in this Glossary.) Each creature has its own defense value, such as “SLITHER 5” or “VICIOUS HOWL 3.” If the creature is ‘hit,’ it is lost and the attack is over.

If the creature is not ‘hit’ by a weapon, calculate your total power in the same manner as for a battle, including one destiny draw if you have 4 or more ability participating in the attack. If total power > ferocity + defense value, the creature is lost.

See attaching creatures.

crossing over – Crossing over occurs when a character conceptually “gives in” to the opposite side of the Force. When you use Epic Duel to cause a character to cross over, that character moves to your side of the table and is used as your own (changing from Rebel to Imperial, or vice versa, if applicable).

A character who crosses to your side conceptually takes on a new identity, just as Anakin Skywalker gave in to the Dark Side and became Darth Vader. Your opponent may not deploy any more copies of that persona for the rest of the game. Also, any cards which affect that character by name do not apply (lose any such cards deployed on or targeting the character at the moment of crossing over).

For example, if Luke loses an Epic Duel and crosses over to the Dark Side, cards such as Don't Get Cocky and Run Luke, Run! no longer work because the name “Luke Skywalker” no longer has any meaning for him, and I Have You Now no longer works because he's neither Luke nor a Rebel any more. Also – like his father before him – he will abandon Anakin's Lightsaber because it works only on a Skywalker. On the other hand, he could still use Luke's Blaster Pistol because it works on any warrior, although he would not get any benefit from the Luke-specific portion of the blaster pistol's game text.

When a character crosses over to the Dark Side, the benefits of any Jedi Tests that character has completed apply to the Dark Side player.

Lando and the Tonnika Sisters do not “cross over,” they convert (see converting characters).

cumulatively – A term used in game text to indicate that multiple copies of a card can increasingly modify the same thing. For example, Rebel Tech says, “Cumulatively adds 1 to the total of Attack Run.” Three Rebel Techs would therefore add 3 to Attack Run. Conversely, the Sandcrawler in the Premiere set says, “Each Jawa at same exterior site is forfeit +1.” The Sandcrawler is not cumulative, and thus a Jawa present with three Sandcrawlers is only forfeit +1, not forfeit +3. (No modifiers are cumulative unless they specifically say they are.)

The term “cumulatively” was printed in boldface type on some early cards; however, this does

not affect the meaning of the term.

Cyborg Construct – When you ‘store’ cards underneath this device, they are not part of your hand or Life Force, although you may view them at any time. If your opponent takes control of your Cyborg Construct, any cards underneath it are placed on top of your Used Pile.

Dack Ralter – Adds 1 to weapon destiny draws of anything he is aboard as a passenger (adds 3 if aboard Rogue 1 or with Luke).

The phrase “with Luke” on this character means whenever Dack has presence at the same location as Luke.

Dagobah – The sparse population and extreme remoteness of the planet Dagobah make deployment to this system and its swampy landscape unusually difficult. The thick atmosphere makes shuttling (and the use of transport cards) impossible. Thus, special deployment and movement restrictions apply to all Dagobah locations:

- Characters, vehicles and starships may not deploy to Dagobah unless specifically allowed by their game text (e.g., Yoda and Son Of Skywalker) or another card (e.g., Encampment and Dagobah: Bog Clearing).
- Devices and weapons may not deploy directly to Dagobah (but may deploy on characters, vehicles and starships already there, if applicable).
- Utinni Effects may not deploy to (or target a card at) Dagobah unless specifically allowed by their game text.
- Shuttling rules and transport cards (e.g., Nabrun Leids and Elis Helrot) may not be used to move to or from Dagobah.

Creatures and all kinds of Effects (except Utinni Effects) may deploy directly to Dagobah locations, but they must obey any relevant deployment restrictions. Interrupts play normally at Dagobah.

“So, how do I get my characters and vehicles to Dagobah?” Normally you will use a card that allows this (such as You Will Go To The Dagobah System) or you will deploy your characters and vehicles elsewhere, then move them to the Dagobah system aboard a starship that can land at a Dagobah site.

Dagobah: Bog Clearing – Any Light Side starfighters may deploy at this site, even those with a permanent pilot.

Dagobah location deployment – See locations.

damage segment – See battle – damage segment.

Dannik Jerriko – Once per battle, may use 1 Force to “eat the soup” of (place out of play) one opposing non-droid character just lost or forfeited at same site. W Power = 1 + total ability of all victims whose soup was eaten.

Dantooine (Dark Side) – This system location's Dark Side game text is subject to the ‘react’ rules (‘reacts’ may be done only in response to a battle or Force drain that the opponent initiates).

Danz Borin – Adds 3 to power of anything he pilots. Adds 1 to weapon destiny draws of anything he is aboard as a passenger.

(The white-border version of this character which reads “any starship he pilots” was misprinted.) Weapons that deploy on bounty hunters may deploy on this alien, even though he is not a warrior.

Dark Forces – When this Effect is deployed, and Alter is played as a response to cancel it, Dark Forces has not had its result yet and thus will not affect that Alter. (See actions.)

Dark Hours – This Effect targets all non-droid characters (of both players) at one site. A ‘sleeping’ character cannot move, drive or pilot.

Dark Jedi Lightsaber – Use X Force to deploy on your warrior where $X = (7 - \text{warrior's ability})$. May add 1 to Force drain where present. May target a character or creature using X Force. Draw two destiny. Target hit if total destiny > defense value.

Dark Jedi Presence – Because this Interrupt requires a Dark Jedi to be present, it may not be used during a battle at a system or sector.

Dark Strike – This Interrupt adds 3 to the total weapon destiny for a lightsaber, not 3 to each destiny draw.

Darth Vader – When in battle, adds 1 to each of your battle destiny draws. Adds 3 to power of anything he pilots. When piloting Vader's Custom TIE adds 4 to power and 3 to maneuver. Immune to attrition < 5.

This Imperial's added battle destiny is an automatic modifier.

Death Squadron – Deploy on any system. Adds X to total power of your starships at that system, where $X = \text{number of your starships present}$. Your troopers and combat vehicles may shuttle to related sites for free.

Death Star (Dark Side) – When this mobile system is deployed, its initial parsec number

(indicated by X on the card) is zero. Using its hyperspeed of 1, you may move the Death Star system once each turn as a regular move. The Death Star may move to a parsec number even if there is no system on table with that parsec number.

At each parsec number, the Death Star system is either in deep space or 'orbiting' a planet system (on table) which has the same parsec number. Each time the Death Star system is moved, the Dark Side player must specify whether it is in deep space or orbiting a particular planet. For example, if the Death Star system moves to parsec 2, and both Alderaan and Kiffex are on table, the Dark Side player must specify whether the Death Star system is orbiting Alderaan, is orbiting Kiffex or is in deep space.

Moving the Death Star from deep space to orbit a system at the same parsec is a regular move and requires 1 Force. Even if orbiting another system location, the Death Star is itself a separate system location. Remember that cards may only be present at one location at a time, so starships at the Death Star do not have presence at the orbited system.

Light Side and Dark Side starships move to, deploy to and control the Death Star system as normal (even though there is no Light Side game text), although normal deployment restrictions must still be obeyed. If the Death Star is orbiting a planet, starships at the planet system can move to the Death Star system and vice versa at normal use of the Force (even without hyperdrive). When the Death Star system moves, all cards there (starships, pilots, Effects etc.) are considered to be moved along with it automatically.

Shuttling to and from a starship at the Death Star system can only occur via Docking Bay 327. The Death Star system is not a starship, and cannot be targeted as such.

Death Star Assault Squadron – This squadron includes the personas of Darth Vader, DS-61-2, DS-61-3, Vader's Custom TIE, Black 2 and Black 3, but it may not replace or be replaced by any of those character or starship cards. The built-in Vader persona is not a Dark Jedi. (See permanent pilot.) Death Star Assault Squadron is deploy -6 at a Star Destroyer: Launch Bay.

Death Star: Docking Control Room 327 – Errata: This site has been revised to have Scomp link icons on both sides.

This site location allows you to search your Reserve Deck for (and deploy) any one docking bay, as many times as you desire, at any time between other actions.

Death Star: Level 6 Core Shaft Corridor – If the Light Side controls this site, Luke and Obi-Wan are each power +2.

Death Star location deployment – See locations.

Death Star Tractor Beam – Use 2 Force to deploy on Docking Bay 327. At the end of a battle at Death Star system, may target an opponent's starship present (except a Mon Calamari star cruiser) using 2 Force. Draw two destiny. Target captured if total destiny > defense value.

See tractor beam.

Defel – Each Defel on table can cause the loss of only 1 Force per turn.

defense value – A collective term which refers to the various attributes used when cards are targeted by weapons. A character's defense value is its ability or armor, whichever is higher. (Unarmored droids have a defense value of zero.) A vehicle or starship's defense value is its armor or maneuver. A creature's defense value is indicated by a term that is unique to that creature, such as scales, slither, vicious howl etc.

Occasionally, a weapon will be able to target some other kind of card (such as a seeker or artillery weapon). In that case, the weapon card itself will provide a defense value to be used.

dejarik battle – This term refers to a battle at a holosite.

dejarik rules – 'Dejariks' are small holographic gamepieces representing lifeforms from various planets in the galaxy. Dejariks and holograms may battle each other at a holosite (Dejarik Hologameboard or Imperial Holotable).

A holosite is placed by itself on table and is never adjacent to any other site. Hosites allow dejariks and holograms to deploy and battle there as if they were characters. Dejariks and holograms at a holosite are not considered to be characters, Interrupts and Effects, they are simply dejariks and holograms (e.g., Alter may not cancel Molator at the holosite). However, any card which specifically names a dejarik or hologram card may still affect that card (e.g., Grimtaash specifically cancels Molator).

Vehicles, characters, starships, Utinni Effects etc. cannot be deployed or moved to a holosite. Only dejarik and hologram cards can exist at a holosite.

When you deploy a dejarik or hologram card to a holosite, use its destiny number as its deploy, forfeit, power and ability numbers. While at the holosite, the card's normal game text is inactive. Dejariks and holograms must obey uniqueness restrictions regardless of where they are on table.

Battles at hosites are similar to battles at other sites (including destiny draws and attrition if you have 4 or more ability present). If you control the holosite, you may Force drain there and you may also return any of your dejarik/hologram cards there to your hand at any time between other actions, except during battle.

Demotion – See game text – canceled, cannot use, cannot utilize etc.

Dengar – Adds 2 to power of anything he pilots. Power +1 for each opponent's character present. May reduce Han's forfeit to zero while present.

Dengar's Blaster Carbine – Use 1 Force to deploy on Dengar, 3 on your other warrior. May target a character, creature or vehicle using 1 Force. Draw destiny. Target hit if destiny +1 > defense value. If hit by Dengar, target's forfeit = 0.

Dengar's Modified Riot Gun – Use 2 Force to deploy on Dengar, or 5 on your other bounty hunter. May target a non-droid character using 3 Force. Draw destiny. Character immediately captured if destiny +3 > defense value.

deploy – To bring a card such as a character, starship, site, Effect etc. into play by placing it on table, usually during your deploy phase. Most cards in the game deploy, although Interrupts (and some Epic Events) play rather than deploy.

deploy cost – The amount of Force required to be used in order to deploy a card.

If a card that deploys does not have a deploy cost box, does not list a deploy cost in its game text and has not been given a cost by some other game function, that card is 'free' to deploy. (It may have other requirements, however.)

For information on how the deploy cost of a Jawa is affected by modifiers, see Jawas.

deploy phase – Third phase of each turn, in which you may deploy cards from your hand to the table.

You can deploy characters, vehicles and starships where you have presence or a Force icon on your side of a location. (Spies can deploy even where there are no Force icons or presence.)

Weapons, devices, Effects, creatures and similar cards may be deployed wherever appropriate, with or without presence or Force icons.

Card deployment usually requires the expenditure of Force. This is achieved by moving the appropriate number of Force cards face down, one at a time, from the top of your Force Pile to the top of your Used Pile. Then place the card or cards you are deploying on table. If a card does not specify a deploy cost, you can deploy it for free.

deploying cards on vehicles and starships – You may deploy cards directly aboard vehicles and starships at any location where you have presence or Force icons. Characters may be deployed directly aboard vehicles and starships with sufficient character capacity. Vehicles and starfighters may be deployed directly aboard capital starships with sufficient capacity.

Weapons, devices, Effects and similar cards may be deployed wherever appropriate, with or without presence or Force icons.

deploys like a starfighter – Cards that deploy like a starfighter (e.g., squadrons, Hound's Tooth) may deploy anywhere that a card or rule allows starfighters to deploy, but they are not targeted as starfighters. For example, an X-wing Assault Squadron may deploy to the Dagobah: Bog Clearing, but it is not immune to Awwwww, Cannot Get Your Ship Out (which targets only starfighters).

Derek 'Hobbie' Klivian – Power +2 when at same site as Biggs. Adds 2 to power of anything he pilots (3 if a Star Destroyer is at same location). When piloting Rogue 4, also adds 2 to maneuver.

Descent Into The Dark – This Immediate Effect schedules re-circulation to occur as an automatic action whenever cards are placed in any Used Pile.

destiny draw – Represents the element of fate or chance involved in actions. Although destiny draws sometimes have special labels such as battle destiny, weapon destiny, asteroid destiny and training destiny, all destiny draws are accomplished in the same manner.

To draw destiny, you reveal the top card of your Reserve Deck. The destiny number in the top right corner of that card is the value of the destiny draw (location cards have destiny of zero). Afterwards, place the card face down on your Used Pile. When instructed to draw two or more destiny, add the numbers together to determine total destiny.

All destiny draws are mandatory, except battle destiny and destiny draws allowed by game text that says “may draw destiny” (e.g., 8D8, Yarkora, Lt. Pol Treidum). (Of course, it might be optional to initiate an action which requires a destiny draw, but once that action is initiated the destiny draw itself becomes mandatory.) If it is not possible to make a destiny draw (e.g., because your Reserve Deck is empty), that destiny draw fails (is resolved in the favor of the opponent, often meaning the action that required the destiny draw has no result).

During your turn, when one or more destiny draws are made by both players (such as battle destiny), you make all of your destiny draws, one at a time, before your opponent.

“Add one destiny” means that an additional destiny card is drawn and added to the total destiny. “Add 1 to destiny” means that +1 is added to the total destiny.

Automatic modifiers to a destiny draw (e.g., Darth Vader, Rogue Gunner) or to total destiny happen instantaneously before any actions may be initiated or any comparisons may be made.

If a card has more than one destiny number, the player drawing it for destiny chooses which

number to use.

Devaronian – Power +2 at Mos Eisley, any mobile site or any docking bay. Adds 2 to power of anything he pilots. When playing sabacc, may use clone cards to ‘clone’ his own destiny number.

devices – Type of card that represents an item that can generally be carried or used by characters, starships or vehicles.

Devices are deployed, carried and transferred in much the same way as weapons. (see weapons – deploying and carrying; see weapons – transferring). However, devices are used rather than fired.



diamond (◇) symbol – See unique and restricted cards.

Direct Hit – This Interrupt works with any weapon that can target a combat vehicle, including a Vehicle Mine.

Disarmed – If both players have a character with a weapon present at same site, deploy on that opponent’s character during any control phase. Character loses all weapons, is power –1 and may no longer carry weapons. (Immune to Alter.)

This Effect causes the targeted character to lose all weapons being carried (including those represented by a permanent character weapon icon).

disembarking – See embarking.

docking bay transit – During your move phase, as a regular move you may relocate any or all of your characters and vehicles as a group from one docking bay to another docking bay (by the symbolic use of starships for hire) for an expenditure of Force as listed on the docking bay card.

Dodge – Some versions of this Interrupt were misprinted. The misprints play the same as the correct copies, which end with "... move that character away as a 'react' (for free)."

Don't Get Cocky – If Luke and Han are in a battle together, you may add two battle destiny. OR If opponent just initiated a battle at a system or sector, choose one TIE/In present to be lost.

Don't Underestimate Our Chances – This Interrupt does not triple attrition. (See battle.)

dot (•) symbol – See unique and restricted cards.

Double Agent – If both players have a spy at same site, draw destiny. Add 2 if opponent's spy is Undercover. Opponent's spy is lost if destiny > 2. OR Opponent's Tonnika Sisters present at a site cross to your side.

Double Back – This Interrupt does not require you to announce in advance which character you are taking or retrieving, but once you make your choice you must reveal it to your opponent. See taking cards from a deck or pile.

Double Laser Cannon – Use 4 Force to deploy on Jabba's Sail Barge or your sandcrawler; it is power +3 and immune to attrition < 5. Your warrior present, if aboard, may target a vehicle using 2 Force. Draw destiny. Target hit if destiny +2 > defense value.

Dr. Evazan – Adds 2 to power of anything he pilots. The not-so-good doctor may 'operate' on any other character present that was just 'hit' or just Disarmed; 'patient' is lost.

draw destiny – The action of revealing the top card from your Reserve Deck and using the destiny number in a variety of ways as described by rules or game text. Afterwards, the card is placed on top of your Used Pile. (See destiny draw.)

draw phase – Sixth and final phase of your turn. If you have some cards left in your Force Pile, you can draw any number of them into your hand, one by one. There is no limit to the size of your hand. (You also may want to leave some cards in your Force Pile; these can be expended to do such things as 'reacting' and playing Interrupts during your opponent's turn.) When you are through, re-circulate your Used Pile under your Reserve Deck. Then announce to your opponent, "The Force is with you!" to end your turn.

drawing cards – Drawing each card during your draw phase is a separate action.

draws one battle destiny if not able to otherwise – This game text is applicable only during the battle destiny segment of a battle, and only if a battle destiny draw is not eligible to be drawn by any other means. (See actions.) The use of this game text is always optional,

because drawing battle destiny is always optional.

Dreadnaught-Class Heavy Cruiser — May add 3 pilots, 6 passengers and 4 TIEs. Has ship-docking capability. Permanent pilots provide total ability of 2. Turbolaser Battery may deploy aboard. Your TIEs present are each power +1.

drivers — A driver may be any non-droid character. If more than one character is aboard a transport vehicle, you must designate which one is driving (you may do so at any time during your deploy or move phase). A pilot who is serving as a driver is not 'piloting' and thus does not add a power bonus to the vehicle.

droid — Type of character card that can be Light Side or Dark Side.

Droids have no ability; thus they do not create presence and cannot be targeted as your "highest-ability character" or as a "character with ability." Droids without armor have a defense value of zero.

All droids, even astromech droids, count as passengers on starships, except when occupying astromech capacity on a starfighter.

Droid Detector — Deploy at any interior site. Cannot be moved. All droids present must move away by the end of opponent's next turn, or they are lost. Droids may not deploy to same site and are lost if present at end of any turn.

Droid Shutdown — Cancel an attempt by opponent to target your droid to be stolen, 'hit,' lost or captured. Droid is protected from all such attempts for remainder of turn.

This Interrupt protects only a droid character, not a permanent nav computer icon.

DS-61-2 — Adds 3 to power of anything he pilots. When piloting Black 2, also adds 1 to maneuver and may draw one battle destiny if not able to otherwise.

DS-61-3 — Adds 3 to power of anything he pilots. When piloting Black 3, also adds 1 to maneuver and may draw one battle destiny if not able to otherwise.

DS-61-4 — Adds 3 to power of anything he pilots. When piloting Black 4, also may draw one battle destiny if not able to otherwise. May use 1 Force to take one Lone Pilot into hand from Reserve Deck; reshuffle.

Dual Laser Cannon — Use 2 Force to deploy on your T-47. May target a character, creature or vehicle using 1 Force. Draw destiny. Subtract 1 if targeting a character or creature. Add 2 if targeting a vehicle. Target hit if total destiny > defense value.

during battle — The phrase “during battle” is equivalent to “when participating in battle.”

Dutch — Adds 2 to power of anything he pilots. When piloting Gold 1, also adds 1 to maneuver and draws one battle destiny if not able to otherwise. Adds 1 to forfeit of each other Gold Squadron pilot at same location.

This character is a leader. (See characteristics.)

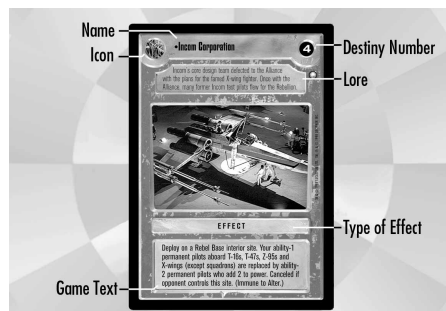
E Chu Ta — When using the second function of this Interrupt, if your opponent ‘reacts’ by bringing ability or a spy to the battle, this does not cancel the battle.

Echo Base Trooper — Echo Base Troopers (and Echo Base Trooper Officers) are Rebel troopers (see characteristics).

Echo Trooper Backpack — Deploy on your trooper. May use any number of weapons and devices. Trooper is immune to attrition < 3 when at a planet site.

This device does not allow a character to use weapons that the character cannot normally use. It also does not override other restrictions (such as those for artillery weapons).

Effects — Type of card, initiated during the deploy phase, that modifies certain cards or aspects of the game that generally have a lasting impact.



Effects are deployed on table or on characters, locations etc. Effects can be canceled by other cards (e.g., a specific Interrupt), in which case any cards or conditions the Effect was modifying revert to their previous status.

There are four different kinds of Effects:

- Effects are cards that are deployed during your deploy phase and remain in play for the rest of the game, unless canceled. They can deploy on characters, vehicles, starships, locations or even just on table. The Alter card specifically cancels Effect cards.

- Immediate Effects are usually deployed in response to an action performed by the opponent, rather than during your deploy phase. They are not vulnerable to the Alter card but are vulnerable to the Control card.
- Mobile Effects are deployed like normal Effect cards, but have a built-in movement function. Mobile Effects are not vulnerable to Alter but are vulnerable to Control.
- Utinni Effects are usually played on one location to cause a specific character to move to that location, in order to cancel a negative condition or to benefit from a positive one. If the target of an Utinni Effect is lost, the Utinni Effect is also lost. Utinni Effects are vulnerable to Alter.

A card that targets 'Effects' targets only the first kind of Effect, not the other three, unless it specifically mentions one or more of the others or it specifies an "Effect of any kind."

EG-4 (Eege-4) – When this droid is drawn as battle destiny, it doubles total power (but not attrition) present at the location of the battle before adding any other battle destiny draws.

EG-6 (Eege-6) – This droid works just like EG-4, adding 1 to power of each of your droids present.

Egregious Pilot Error – During opponent's control phase, if opponent has two or more capital starships at a system or sector together, draw destiny. If destiny -1 < number of those starships, they may not move or participate in battle until end of your next turn.

Eject! Eject! – Use 1 Force to target a starfighter's permanent pilot. Draw destiny. If destiny > 2, deploy on starfighter to remove permanent pilot (otherwise, Effect is lost). May add 1 pilot. (Immune to Alter.)

See the Dark Side counterpart, Come With Me.

Electrobinoculars – Errata:

Use 1 Force to deploy on any warrior. At any time, you may peek at the top card of your Reserve Deck by using 2 Force. You may choose to move that card to the top of your Force Pile.

This device targets the top card of your Reserve Deck and thus may be used only when there is at least one card in your Reserve Deck.

Elis Helrot – At any time (except during battle), target any or all of your characters at one site to 'transport' (relocate) to any one other site. Draw destiny. Use that much Force to 'transport,' or place Interrupt in Lost Pile.

This Interrupt may relocate only Dark Side characters, and therefore may not relocate captives or their escorts. Transport may be performed to any site which the characters could move to using normal movement. (This includes interior mobile sites but not special sites such as the Death Star: Trench, a holosite, a Dagobah site or a site protected by the Hoth Energy Shield.)

The following actions are part of the initiation of this Interrupt:

- targeting the characters to be moved;
- targeting the site to move them to;
- drawing destiny; and
- paying the cost (using the Force required to transport the targeted characters).

Ellorrs Madak — Deploy on your non-pilot character (except droids) to give that character pilot [P] skill. Adds 2 to power of anything that character pilots. OR Deploy on your pilot. Adds 1 to power of anything that character pilots. (Immune to Alter.)

embarking — Your characters ‘embark’ on and ‘disembark’ from your vehicles and starfighters. Similarly, your vehicles and starfighters embark on and disembark from your capital starships with starfighter capacity.

Embarking and disembarking is a free unlimited move, and may occur during your move phase or at the beginning or end of a ‘react.’

When a starfighter or vehicle is aboard a capital starship, it is considered to be in a cargo bay and is not present at the system location. Its occupants may disembark to the capital starship (capacity permitting) and vice versa. Characters aboard the starfighter or vehicle do not count toward the capacity of the capital starship and may not pilot (or otherwise enhance) the capital starship.

Emergency Deployment — Although this card allows you to deploy ‘anywhere,’ it does not give you permission to ignore requirements such as presence, Force icons and location-specific restrictions. For example, the Hoth energy shield will still prevent Dark Side deployment to most Hoth sites.

enclosed vehicles — ‘Enclosed’ vehicles are identified as such in their card lore. Characters aboard an enclosed vehicle function just as they would aboard a starship (because starships are also enclosed). They are sheltered from the environment and thus are not present at the location, preventing them from using their personal power, firing character weapons or being targeted by weapons. On an enclosed vehicle or starship, all characters may use ability,

forfeit and game text (when appropriate), but only pilots and drivers – not passengers – may not apply their ability toward drawing battle destiny.

See open vehicles.

End This Destructive Conflict – USED: During a battle at a site, instead of firing one character weapon, cause one opponent's character present to be power –4 until end of turn.
LOST: During a battle at a site, use 3 Force to cancel one battle destiny just drawn.

Enhanced TIE Laser Cannon – Use 1 Force to deploy on your TIE. May target a starship using 1 Force. Draw destiny. Subtract 2 if targeting a capital starship. Target hit if destiny > defense value.

Epic Duel – While this Epic Event is on table, whenever you initiate Vader's Obsession or The Circle Is Now Complete you must declare whether you are using the game text of that Interrupt or the game text of Epic Duel. (If you use the game text of Epic Duel, disregard all game text on the Interrupt other than the name of the targeted persona.) Either way, your opponent has the opportunity to cancel your Interrupt (e.g., using Sense or Run, Luke, Run). Vader's Obsession creates an epic duel only against Luke; The Circle Is Now Complete creates an epic duel only against Obi-Wan.

Epic Events – A card type which represents a major storyline occurrence (the destruction of a Rebel Base, the turning of Luke Skywalker etc.). These cards play and deploy in different ways, as described in their game text: Attack Run and Epic Duel deploy on table (like Effects) and thus may be utilized more than once, whereas Commence Primary Ignition and Target The Main Generators play (like Interrupts) and are placed in the Used Pile or Lost Pile after use, according to their result.

Escape Pod – This Interrupt does not save devices or starship weapons currently deployed on the starship (or on a vehicle or starfighter aboard that starship).

escorting – When your bounty hunter or warrior takes a captive into custody, the bounty hunter or warrior becomes that captive's escort. Each character may escort only one captive at a time. Unless specifically allowed by a card, an escort may not give its captive to another bounty hunter or warrior (although, at a prison, this can be accomplished via prisoner transfers).

A captive moves with its escort automatically (at no additional use of the Force), and occupies passenger capacity aboard vehicles and starships.

If an escort is lost or otherwise removed from play, the escorted captive is released and escapes to the Light Side player's Used Pile. (However, if this occurs at a site, the Light Side player may instead choose to have the released character remain at that site, returning to the Light Side of

the table.) But if both characters are lost together (e.g., because they were aboard a starship or vehicle that was lost), the captive is placed in the Light Side player's Lost Pile.

EV-9D9 – See may Force drain.

Evacuate? – This Interrupt does not save devices or starship weapons currently deployed on the starship (or on a vehicle or starfighter aboard that starship).

Saved cards may not be relocated to one of your capital starship cards unless that starship has sufficient capacity to hold all of them and they are all allowed to exist there. (Saved cards may not be relocated to starship sites.) Your opponent's characters may not be relocated to one of your capital starship cards unless otherwise specified (e.g., a captive being escorted).

Evacuation Control – Deploy on your war room. Once during each of your move phases, your Planet Defender Ion Cannon at same planet may fire. Also, each of your medium transports at same planet is hyperspeed +2, is immune to attrition < 3 and may move for free.

Evader – USED: Cancel all Revolutions in play (owner loses 1 Force for each).

LOST: If Vader or Vader's Custom TIE was just lost, relocate that card to Used Pile. OR Relocate to Used Pile one Imperial just lost from any Death Star location.

This Interrupt may retrieve Death Star Assault Squadron (because it retrieves one card rather than one starfighter or one TIE).

examining cards – See peeking at cards.

E-web Blaster – Deploy on any site. May be moved with two warriors for 1 additional Force. Your warrior present may target a starfighter (use 5 as defense value), character, creature or vehicle using 2 Force. Draw destiny. Target hit if destiny +1 > defense value.

Expand The Empire – This Effect 'expands' game text to the adjacent sites, but it does not expand card titles, marker numbers etc. Thus, for example, it does not allow docking bay transit to or from a non-docking bay site.

If Expand The Empire causes a site to have two copies of the same modifier, this does not violate the cumulative rule. For example, if a site has "Force drain +1 here" in its game text and adds another copy of the same game text ('expanded' from an adjacent site), then Force drains are +2 at that site.

exterior site – A site location which is conceptually 'outside' (or partially outside); identified by an exterior icon.

Eyes In The Dark – This Effect causes cards lost from Life Force to be concealed during

the process of relocating them to the affected Lost Pile. However, cards lost from hand (or from table) should still be shown to both players before being placed face down on that Lost Pile. Eyes In The Dark does not affect taking or retrieving cards from the Lost Pile in any way (e.g., whenever you wish to retrieve a card using a Baragwin's game text, you may look at the top card to see if it is appropriate).

face up — Face-up cards on table must be visible to all players. Although many face-up cards in the game are allowed to be placed underneath other cards (e.g., a pilot character aboard a starship), they are not intended to be hidden from any player.

Fall Back! — If opponent just initiated a battle at an exterior site with more than double your total power, use 1 Force to cancel the battle and move all your characters there to an adjacent site (for free) where the opponent has no presence.

Fear Will Keep Them In Line — Deploy on any capital starship. When that starship is at a system or sector you control, your total power is +1 in battles at related sites.

Feltpern Trevagg — This alien redefines the cost of initiating battle according to the number of Force icons present with him; thus, if no Force icons are present with Trevagg (e.g., at the Death Star: Trash Compactor or whenever Trevagg is in an enclosed vehicle or starship), battles may be initiated for free.

Field Promotion — See immune.

Fire Extinguisher — Deploy on your astromech droid. Cancels Lateral Damage, an 'exploding' Program Trap or result of an ion cannon where present. Also, if deployed on R2-D2, may lose Fire Extinguisher to cancel a battle just initiated where present at a site.

fire repeatedly — A weapon that says it may "fire repeatedly" (e.g., Antipersonnel Laser Cannon, Boba Fett's Blaster Rifle, Light Repeating Blaster Rifle) must make all of its firings in succession, as one action. In other words, you may not fire that weapon, then fire a different weapon, then come back to the first weapon to make use of its repeat firing capability. You must complete all of the firings you wish to make with that weapon before passing the opportunity to fire a weapon to your opponent.

Each individual firing is a separate action within the main action of firing repeatedly.

Such weapons may fire repeatedly with cards such as Sniper and Blasted Droid.

firing a weapon — 'Firing' is a general term that applies to the act of targeting any weapon, including lightsabers, axes etc.

Weapons generally fire

- only during a battle (or when you are attacking a creature);
- only at a target which is present with the weapon; and
- no more than once per battle or attack.

Cards that allow weapons to fire in other ways include the following:

- Sniper, Sorry About The Mess, Blasted Droid and Target The Main Generator allow you to fire a weapon during your control phase. (This does not prevent the weapon from being fired later that turn in a battle or attack.)
- Long-range weapons specify that they may target something that is at a different location.
- Weapons such as Light Repeating Blaster Rifle, Boba Fett's Blaster Rifle and Antipersonnel Laser Cannon may fire repeatedly in each battle or attack.
- Automated weapons such as seekers and mines describe when and how they target.

Typically the result of successful weapon fire is that the target is 'hit,' indicating that it will have to be forfeited during the battle's damage segment.

firing into battle — See long-range weapons.

firing out of battle — Weapons no longer fire "out of battle." For simplicity, consistency, and improved storyline, the cards that used to allow this now fire into a battle or attack instead. In other words, the rule that weapons may normally be fired only when the firer is participating in a battle or attack has been revised to say that they may normally be fired only when the target is participating in a battle or attack, and several weapon and device cards have been revised to support this rule (see long-range weapons).

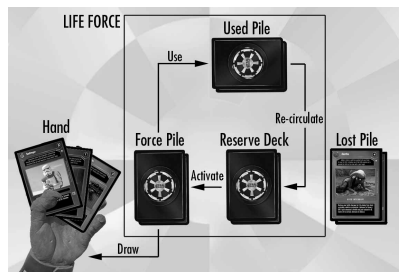
Flagship — Use 2 Force to deploy on your Star Destroyer. Your other starships may move as a 'react' to same system or sector (for free). If starship lost, you lose X Force, where X = starship's armor. (Immune to your Alter.)

For Luck — See the Dark Side counterpart, Dark Forces.

Force — An energy field generated by all living things and represented as the basic unit of measurement in the game (1 unit of Life Force = 1 card).

Since the game revolves around players offensively and defensively manipulating their Life Force,

understanding how the Force is represented and used is extremely important. During play, your Force cards will circulate through your piles as shown in the diagram.



Life Force — Your Reserve Deck, Force Pile and Used Pile make up your Life Force. If these three piles are totally depleted, you lose the game! Cards in your hand, on table or in the Lost Pile are not counted as part of your Life Force. Your Life Force is like a flow of energy. How well you manage this Force is a key strategic factor.

Reserve Deck — The 60-card deck you use to play the game becomes your Reserve Deck and represents the total Force available to you throughout the game. After deploying your starting location or other starting card(s), shuffle the remaining cards and place them on table to form your Reserve Deck.

Force Pile — The first thing you do during your turn is 'activate' Force by counting cards from the top of your Reserve Deck and putting them face down in your Force Pile. Cards are only in the Force Pile temporarily. They represent the amount of Force energy that is available for you to use performing various game actions. During your turn, any or all Force cards can be used, drawn into your hand (during the Draw Phase) or left to accumulate for future use.

Used Pile — Deploying a card to the table often requires you to use Force; cards from your Force Pile are moved face down, one at a time, to your Used Pile to represent this expenditure. As the name implies, this temporary pile holds cards 'used' during a turn. Sometimes cards are placed here from table or in other ways.

Lost Pile — This is a pile where lost cards are placed face up. Usually cards are discarded to the Lost Pile as the result of battle or at any time the opponent causes you to lose Force. These cards are generally not available for the rest of the game, but you can use certain cards to retrieve them.

Re-circulating — At the end of each player's turn, you re-circulate your Used Pile by placing it beneath your Reserve Deck. These cards will work their way back to the top of the Reserve Deck during subsequent turns to be activated again. If you forget, your opponent can insist that you

re-circulate.

Losing Force – When you are required to lose Force, you must discard cards face up to your Lost Pile, one at a time. You may choose cards to be lost from your hand or from the top of your Reserve Deck, Force Pile or Used Pile.

Force drain – Conceptually, if the Dark Side dominates a portion of a planet or an area of space, the Light Side Force in that area is diminished, and vice versa. Accordingly, at each location you control during your control phase, you may choose to cause your opponent to lose Life Force. This is called a “Force drain.”

During the control phase, initiate each Force drain one at a time. You may Force drain an amount equal to the number of Force icons on your opponent's side of the location where you initiated the Force drain. (Some cards require or allow a modifier to be added to or subtracted from a Force drain.) Your opponent must lose that much Force, taking the lost cards from hand, Life Force or both.

A location without Force icons is considered to have ‘zero’ Force icons. Thus, you can actually drain there for zero Force, and you can use modifiers to increase that Force drain (see Force drains vs. Force generation).

All of your cards with ability at the location of the Force drain are considered to participate in that Force drain. Each of your cards with ability may participate in only one Force drain per turn.

Force drain bonus – This term refers to any positive Force drain modifier.

Force drain modifier – This term refers to any game text that adds to or subtracts from Force lost because of a Force drain.

Force drains vs. Force generation – The Force drains and Force generation allowed at a particular location may be modified independently or together. Cards that modify “Force drain” (e.g., Obi-Wan's Lightsaber) or “Force generation” (e.g., Dagobah: Bog Clearing) affect one and not the other, whereas cards that modify Force icons (e.g., Sleen, Presence Of The Force) affect both.

Force Field – This interrupt's second function refers to anything that targets one of your characters during battle (not just weapons).

Force generation – The amount of Force you may activate each turn during your activate phase. Your Force is generated by three primary sources:

- the Force icons on your side of the locations deployed on table;

- the Force icon on your Jedi Master; and
- the personal Force you generate yourself.

A location without Force icons is considered to have 'zero' Force icons; thus, it can be modified to allow Force generation (see Force drains vs. Force generation).

Force generation bonus — This refers to any positive Force generation modifier.

Force generation modifier — This term refers to any game text that adds to or subtracts from Force generated from Force icons.

Force icons — Symbols (lightsabers) that identify the amount of Force generated by a location. Force icons also indicate locations where you may deploy characters, vehicles and starships. The existence of Force icons on both sides of a location is the primary requirement for a location to be a battleground.

Force Pile — Pile from which Force cards are used or drawn into hand.

Force sensitivity — Describes a character's level of ability to use the Force.

Force-Attuned — A level of Force sensitivity that indicates minimal awareness of and strength in the Force, but no training (represented in the game by an ability level of 3).

Force-Sensitive — Level of Force sensitivity that indicates an awareness of and some training in the use of the Force (represented in the game by an ability level of 4 or 5).

foreign-language cards and rules — To ensure consistent tournament play worldwide, one language (English) is used as the standard for all gameplay. Cards and rules printed in other languages are played and interpreted exactly the same as their English-language counterparts (and according to all current rulings, errata and clarifications). For example, different language versions of the same card, such as Vader's Lightsaber (English) and Sable De Luz De Vader (Spanish), are considered to have the same title for all gameplay purposes.

forfeit — You may forfeit cards only during the damage segment of a battle. Other actions might cause a card to be lost, but this is not the same as forfeiting. (A forfeited card is always 'lost,' but a lost card is not always 'forfeited'.)

You may forfeit a card only if it has a forfeit value, and only if it was 'hit' by a weapon or if it is being forfeited from the location of a battle that it participated in to satisfy attrition or battle damage affecting you.

Any card which is still participating in battle during the damage segment is eligible to be

forfeited, and is subject to attrition, even cards which have had their forfeit set to zero (see unmodifiable values). When a card has its forfeit reduced and no duration is specified, the reduction lasts until that card leaves play.

forfeit value — Number on a card representing the amount of attrition and/or battle damage that may be satisfied by losing that card during a battle.

forfeiting cards — A means of satisfying attrition and/or battle damage; see battle – damage segment.

Fozec — Adds 2 to power of anything he pilots. While at a site you control, Imperials are immune to Ke Chu Ke Kukuta? at that site.

frozen — This term refers to a captive you have encased in carbonite (via a Dark Side card such as Carbon-Freezing or All Too Easy). A frozen captive

- has no power, ability or landspeed,
- may not use game text,
- may not serve as your highest-ability character, and
- may not be targeted except by cards that release captives and cards that specifically target frozen captives.

A frozen captive may be left unattended at any site or aboard a vehicle or starship, either voluntarily (as an unlimited move during your move phase) or because the escort was lost or otherwise removed from play. In any case, the unattended captive is still considered a captive and remains on the Dark Side of the table. An unattended frozen captive

- may simply remain there;
- may be taken into custody by any one of your bounty hunters or warriors present (as an unlimited move during your move phase); or
- may be released by your opponent, if the Light Side controls the location.

A frozen captive held in a prison is not considered unattended.

Frozen Assets — Although this Effect can prevent cards from being drawn or used from the Force Pile, it does not prevent them from being lost from the Force Pile or from being reordered by Shasa Tiel. (However, Shasa may not reorder a card from below Frozen Assets to above it, or vice versa.)

Frozen Dinner – Deploy on opponent’s character alone at Wampa Cave. Character is power = 0 and may not move. May be canceled if opponent has a lightsaber or total ability > 4 present. If character eaten by a creature, cumulatively adds 2 to ferocity.

Frustration – During your control phase, peek at opponent’s hand and target one non-Interrupt card you find there that has a deploy cost < total number of [Light Side Force] icons on table. Opponent must deploy target by the end of your next turn, or it is lost (if still in hand).

Full Scale Alert – Cards that have their movement ‘blocked’ by this card cannot move.

Full Throttle – If your pilot (or permanent pilot) is defending a battle alone at a system or sector, add one battle destiny. OR If Luke is defending a battle alone at a system or sector, add 1 to power and add one battle destiny.

Fusion Generator Supply Tanks – Deploy on your starship at a system or sector where a related docking bay is on table. Adds 1 to hyperspeed, power and maneuver.

Gaderffii Stick – The use of the word “opponent” on this weapon refers to the Tusken Raider’s opponent in battle (not your Light Side opponent). Thus, if successful, the Gaderffii Stick prevents all weapons carried by one target character from being used in the battle.

Gailid – Deploys free to same site as Mosep. Adds 2 to power of anything he pilots. While at Audience Chamber, adds 1 to your Force drains at Jabba’s Palace sites.

game text – Gameplay information in the large text block located at the bottom of each card (or on each side of a location card).

Canceling or suspending (e.g., “cannot use”) a card’s game text does not affect other functions of that card (e.g., power, landspeed, forfeit value, parsec number, lore, icons) or other cards deployed on it, unless such functions (or cards) are specifically defined or affected by the canceled game text. (See undefined values.)

Gamorrean Ax – Use 1 Force to deploy on your Gamorrean. Adds 1 to power. When present at a site, Gamorrean draws one battle destiny if not able to otherwise. May target a character or creature for free. Draw destiny. Target hit if destiny > defense value.

Garouf Lafoe – Adds 1 to power of anything he pilots. Adds 1 to forfeit of each of your characters at same Tatooine site. Subtracts 1 from forfeit of each of opponent’s characters at same Hoth site. Game text suspended if at same site as a tax collector.

gender of characters – Whenever a character’s gender is not indicated by the card’s image, game text, title or lore, that character is considered to be male.

General Dodonna — When this Rebel “increases Rebel Planners by 1,” he adds 1 to X; when he “doubles” it, he doubles X instead. General Dodonna does not affect the deploy cost of Rebel Planners.

General Veers — Power +1 when at same site as Admiral Ozzel. Adds 1 to power of each Imperial at same Hoth site. Adds 3 to power of any combat vehicle he pilots. On Blizzard 1, also adds 1 to armor and draws one battle destiny if not able to otherwise.

Generic sites — These locations represent environments found on a variety of different planets. They may be deployed as part of any planet system (except those excluded by their game text) that is already represented on table by a system location or a non-generic site.

Once deployed to a planet system, a generic site takes on the name of that planet and is thus related to the system, its other sites and its cloud sectors. (This relationship begins after the site is deployed; thus, for example, the game text of the Dagobah system does not allow you to take a generic Swamp from your Reserve Deck.)

Each generic site has a single diamond (◇) symbol in its card title, indicating that only one copy of that site may be on table for each planet. All generic sites are exterior-only, and thus are grouped with the other exterior sites on the planet.

Generic sites do not add or subtract anything to the requirements or results of any Epic Event or Jedi Test.

See spaceport sites.

Ghhhk — ~~Dejarik hologram~~ of creature from Clak'dor VII. Ghhhk rise with the dawn, screeching their mating calls across the jungle. Locals use their skin oils as a healing salve.

If you just forfeited all your cards that participated in a battle you lost, cancel all remaining battle damage. (Immune to Sense.) OR Cancel Nightfall.

glancing at cards — See peeking at cards.

Glancing Blow — This Interrupt reduces Vader's power to zero only for the duration of the current battle.

Golan Laser Battery — Deploy on any exterior planet site. Your warrior present may target a creature, character or vehicle at same or adjacent site using 2 Force. Draw destiny. Add 2 if targeting a creature or character. Target hit if destiny > defense value.

See long-range weapons.

Gold 2 — May add 2 pilots or passengers. May forfeit in place of your other starfighter ‘hit’ in Death Star: Trench, restoring that starfighter to normal.

Gold Leader in Gold 1 — This starship includes the persona of Dutch, but it may not replace or be replaced by the Dutch character card. This starship is not considered a leader for gameplay purposes, because leader is a characteristic that applies only to characters, not to starships or permanent pilots. (See characteristics and permanent pilot.)

Gold Squadron — A character is a member of Gold Squadron if indicated in title, lore or game text or if piloting a Gold Squadron starfighter (one whose title begins with the designation “Gold”).

Grand Moff Tarkin — Adds 2 to power of anything he pilots. When with Vader in a battle, once per battle may cancel one opponent’s destiny just drawn.

This Imperial may cancel any one destiny draw that occurs after a battle is initiated but before it is over, including (but not limited to) battle destiny, weapon destiny, destiny drawn for Sense etc. You may cancel only a destiny draw, not a destiny number from another source such as Smoke Screen or It Is The Future You See.

Grand Moff Tarkin is “with Vader in a battle” if both characters are participating in the same battle (see prepositions.)

Grappling Hook — Once this Immediate Effect has its result, it causes new copies of the targeted Interrupt to be unique (•) for both players. Because that Interrupt is now limited to one per turn, no additional cards with the same name may be played this turn.

If an Interrupt is grappled and then canceled by another response (e.g. Sense), it remains on the Immediate Effect rather than going to the Lost Pile (although the interrupt’s result is still canceled).

There are four different Immediate Effects which target just-played interrupts in this manner (Grappling Hook, Tentacle, There’ll Be Hell To Pay and What’re You Tryin’ To Push On Us?). If two or more of these cards target the same interrupt, place the Immediate Effects next to each other on table, with the Interrupt partially covering all of them.

Gravel Storm — Strikes at Dune Sea, Jundland Wastes, Beggar’s Canyon, Lars’ Moisture Farm, Jawa Camp, or Mos Eisley. Target opponent’s character present at that site. Draw destiny. Target lost if destiny > ability.

Gravity Shadow — This Interrupt targets a starship and its highest-ability pilot (whether a permanent pilot or a character acting as a pilot). Gravity Shadow may target a starship whenever

it attempts to move through hyperspace, even during a battle (e.g., using a card such as Hit And Run or Hyper Escape).

Grimtaash – USED: If opponent has 13 or more cards in hand, place all but 8 (random selection) in Used Pile. LOST: Cancel Molator (even at a holosite). OR Use 4 Force to reveal opponent's hand. All cards opponent has two or more of in hand are lost.

When this Interrupt targets your opponent's hand containing 13 or more cards, this a condition of initiation (see actions). Thus, if you initiate Grimtaash, your opponent plays one or more cards as responses and those card plays reduce opponent's hand size below 13, your Grimtaash still has its result.

When affecting cards that opponent has two or more of in hand, Grimtaash looks for multiple copies of the same card title (not different versions of the same persona).

Han Solo – Once during battle, may use 1 Force to cancel and re-draw your just drawn destiny. Adds 2 to power of anything he pilots. When piloting Falcon, also adds 2 to maneuver and may draw one battle destiny if not able to otherwise.

Han may cancel and redraw any one of your destiny draws performed during a battle involving him (not just battle destiny). He cannot cancel and redraw an already canceled destiny.

hand – Term for cards held in a player's hand. Each player's hand starts with 8 cards; thereafter, there are no limits to its size.

Han's Heavy Blaster Pistol – Use 1 Force to deploy on Han, or 3 on your warrior. May target a character, creature or vehicle using 1 Force. Draw destiny. Target hit if destiny +1 > defense value. If hit by Han, target's forfeit = 0.

He Hasn't Come Back Yet – This Interrupt targets one of "your" exterior planet sites, and thus may play at a site only if you deployed that site card.

Hear Me Baby, Hold Together – If opponent just targeted your starship with a starship weapon, subtract 2 from each of that weapon's destiny draws.

When targeting a weapon that may fire repeatedly, this Interrupt reduces all of that weapon's destiny draws during the same battle, attack or use of Sniper/Sorry About The Mess.

here – The word 'here' in game text means "at this location," unless context indicates otherwise. (For example, Bacta Tank, Commence Recharging and Cyborg Construct use the word 'here' to mean "on this card.")

Seven starship cards (Dreadnaught-Class Heavy Cruiser, IG-2000, Obsidian Squadron TIE,

Punishing One, Red Squadron X-wing, Redemption and TIE Avenger) also use 'here' to mean "on this card," although the revised printings of those cards will use the word 'aboard' instead.

Het Nkik — W Deploys only on Tatooine for 2 Force from each player's Force Pile. Het is power +1 for each stormtrooper at same site, unless Reegesk is present.

Hiding In The Garbage — This Effect does not allow you to take cards from your opponent's Force Pile, even with Beggar (because Beggar does not allow you to reveal your opponent's cards).

High Anxiety — This Immediate Effect is canceled if the missing character is no longer missing for any reason (found, lost, placed in Used Pile, placed out of play etc.).

Higher Ground — USED: During a battle at a site, instead of firing one character weapon, cause one opponent's character present to be power -4 until end of turn.
LOST: During a battle at a site, use 3 Force to cancel one battle destiny just drawn.

highest-ability character — Your "highest-ability character" must be a character card and must have ability. Thus, droids (who do not have ability) and permanent pilots (who are not character cards) can never be your highest-ability character.

If two or more of your characters are tied for highest ability, you may choose which one to target.

Hindsight — Hold this card in front of a mirror and "through the Force things you will see."

hit — Term for a target that has been successfully shot by a weapon. The target is marked by turning the card sideways until the damage segment of the battle, at which time the target must be forfeited.

H'nemthe — Adds 2 to power of anything she pilots. Adds 2 to deploy cost of each opponent's male Imperial when that Imperial is deploying to same or adjacent site.

Hoth energy shield rules — The Hoth: Main Power Generators site produces an energy shield which is "strong enough to withstand any bombardment." This shield protects much of Hoth for the Light Side by preventing many forms of Dark Side deployment and movement; however, the Dark Side may deploy or land beyond the shield and "march in" to Echo Base.

The energy shield will extend at least as far as the 3rd marker, so an exterior site with a marker number of 4 or more is needed to establish the shield's boundary. Therefore, whenever you are about to deploy the Main Power Generators (even as your starting location), you must check to see if marker 4, 5, 6 or 7 is on table. If not, you must immediately deploy your 4th marker site —

the North Ridge – from hand or Reserve Deck, reshuffling as necessary (if you are unable to deploy the North Ridge, you may not deploy the Main Power Generators). The same holds true if you select the Main Power Generators as your starting location.

When the Main Power Generators site is face up on table, the energy shield covers all Hoth sites except the outermost exterior marker site and the Wampa Cave. At shielded sites, the Dark Side may not

- deploy vehicles, starships or characters (not even spies);
- take off or land;
- use shuttling, docking bay transit or any other movement that logically would be stopped by the energy shield (such as Elis Helrot or Bombing Run); or
- add power to battles as a result of starships controlling the system (e.g., from the Hoth system location, a Victory-Class Star Destroyer or Fear Will Keep Them In Line).

The energy shield does not protect the Light Side from a ground assault “underneath the shield.” At shielded sites, the Dark Side may

- move vehicles and characters from site to site;
- deploy and use creatures, weapons, Effects, and other cards normally; and
- perform any actions not otherwise prohibited by these rules.

The energy shield does not restrict the Light Side in any way (because conceptually the Rebels can activate and deactivate the shield to allow their own forces to pass). When the energy shield is not active, both sides can deploy and move to Hoth normally.

Hoth location deployment – See locations.

Hoth: Main Power Generators – If you choose this site as your starting location (and if your opponent did not choose the 4th, 5th or 6th marker site as the Dark Side starting location) you must immediately deploy the Hoth: North Ridge site from your Reserve Deck. If you are unable to do so, then you must set the Main Power Generators aside temporarily and choose a different starting location. (See Hoth energy shield rules.)

See blown away – Hoth: Main Power Generators.

Houjix – Dejarik ~~hologram~~ creature. These ferocious-looking beasts are gentle, loyal, and often domesticated as guard animals or pets on Kinyen, the Gran homeworld.

If you just forfeited all your cards that participated in a battle you lost, cancel all remaining battle damage. (Immune to Sense.) OR Cancel Sundown.

Human Shield – This Interrupt allows you to take advantage of the full forfeit value of characters you have captured to satisfy attrition and battle damage, including forfeit modifiers from cards such as Lieutenant Sheckil.

Hyper Escape – Cancel a battle just initiated at any system or sector by moving all your starships and vehicles there away.

Hyperoute Navigation Chart – This chart is a game aid and is not considered a card for gameplay purposes.

hyperspeed – Maximum number of parsecs a piloted starship with hyperdrive and a nav computer can move each turn.

Hypo – Deploy on your IT-O. Once during each of your control phases, if present with a captive: You may ask one yes-or-no question about cards in opponent's hand. Opponent must answer truthfully or lose 1 Force. OR May add 1 to Force drain where present.

I Find Your Lack Of Faith Disturbing – See the Light Side counterpart, Affect Mind.

I Have A Bad Feeling About This – This interrupt's first function may re-target only one of the targets of an Interrupt or Utinni Effect. For example, Elis Helrot specifies two targets: a group of characters and a destination site. Thus, you may select either a different destination of the same side of the Force as the original, or a different group of Dark Side characters together at any site (which may not include any of those originally targeted), but not both.

An "appropriate" target or location is one which meets the targeting or deployment requirements of the card being retargeted or relocated.

The second function of this Interrupt does not relocate Utinni Effects, Mobile Effects or Immediate Effects.

I Have A Very Bad Feeling About This – This interrupt's first function may be played just after your opponent deploys a fourth character, a fifth character etc. (See actions – 'just.')

When the second function of this Interrupt cancels a battle, it does not cancel any 'reacts' to that battle, even though it is a response to such a 'react.'

I Thought They Smelled Bad On The Outside – Sacrifice (lose) your creature vehicle to protect one character present from Exposure, Ice Storm, Frostbite and Gravel Storm for remainder of turn. (Two characters may be protected if sacrificing a ronto.) OR Double

Tzizwt's power until he moves.

Ice Storm — This Mobile Effect deploys at the outermost marker, even if the outermost marker is the Wampa Cave. However, characters inside the cave (a non-exterior site) are protected from the Ice Storm.

I'd Just As Soon Kiss A Wookiee — Errata:

If opponent just deployed a card (except an Immediate Effect), use 3 Force to return it to opponent's hand. Any Force used to deploy that card remains used. On opponent's next turn, if possible, opponent must redeploy that card (for free) using same target(s).

If the target card is being deployed simultaneously with another card (e.g., a pilot deploying with an unpiloted starfighter), both cards return to hand but only the targeted card is required to deploy next turn.

After this Interrupt successfully returns a non-unique card to your hand, you may play a different copy of that card this turn, but you must reveal the original copy from hand to demonstrate that you had two.

if within range — Redundant phrase used on some older cards that allow 'reacts'.

IG-2000 — May add 1 pilot (must be a smuggler or bounty hunter) and 2 passengers. Maneuver +3 and immune to attrition < 3 if IG-88 piloting. Ion Cannon may deploy aboard.

IG-88 — Adds 2 to power of anything he pilots. May 'assassinate' any character at same site hit by IG-88 (victim is immediately lost). May use two different weapons. May initiate battle and be battled. Immune to Restraining Bolt and purchase.

Although this droid may carry and use two weapons, it counts as only one warrior. See may initiate battle and be battled.

IG-88's Neural Inhibitor — This weapon may be deployed on and used by any bounty hunter, including Danz Borin.

IG-88's Pulse Cannon — Use 1 Force to deploy on IG-88, 4 on your other warrior. Adds 2 to power. May target X non-droid characters or creatures using X Force. Draw destiny for each. If destiny = 0, character is power -1 and forfeit -1 until end of turn. If destiny -1 > defense value, target hit.

I'm Here To Rescue You — If you have a spy present at the Detention Block Corridor, target a captive there. Draw destiny. If destiny + ability of spy > ability of captive, target is released. Otherwise, spy is captured. OR Cancel Spice Mines Of Kessel (releasing targeted captive).

I'm On The Leader – Target opponent's starfighter making an Attack Run. Draw destiny. Add 1 for each of your TIEs in Death Star: Trench. If total destiny > maneuver, starfighter is lost. OR Add 1 to weapon destiny draws of any starfighter for remainder of this turn.

Immediate Effect – A kind of Effect which plays during any phase of either player's turn (like an interrupt), but stays on table (like an Effect). Immediate Effects are not vulnerable to Alter (see Effects).

immune – A card that is immune to an action is not a valid target for that action. If a card is made immune to another card already targeting (or deployed on) it, the other card is canceled.

immune to attrition – Some characters, vehicles and starships are protected from varying levels of attrition, as listed on their cards. When forfeiting cards to satisfy attrition, you are not required to forfeit any card that has this immunity (unless the total attrition is greater than the card's immunity level).

For example, suppose your Darth Vader ("immune to attrition < 5") and one Stormtrooper (forfeit = 2) are in a battle and the attrition against you is 4. You do not have to forfeit Vader because of his immunity to attrition less than 5, but you must still satisfy as much attrition as possible; thus you must forfeit the Stormtrooper. (Because you forfeited all cards which were vulnerable to attrition, you may ignore the remaining attrition.)

On the other hand, if the attrition against you is 5 or more, your Vader is no longer protected. In this instance, he would have to be forfeited – even if you forfeit the Stormtrooper first – because you do not have enough other cards available to satisfy all attrition against you. (You cannot forfeit the Stormtrooper and then compare Vader's immunity to the remaining unsatisfied attrition, because immunity is only applicable against total attrition.)

An enclosed vehicle or starship with immunity to attrition protects itself and all cards aboard. Immunity is not cumulative; thus, if a card is granted immunity to attrition from more than one source, it benefits only from the highest such immunity. Any card which is immune to attrition may still be voluntarily forfeited to satisfy attrition or battle damage.

immune to Control – This statement refers to the Interrupt card titled 'Control,' not to other uses of the word 'control,' such as the control phase or control of a site.

Imperial – Type of Dark Side character other than alien or droid.

Imperial Barrier – See cannot move.

Imperial Blaster – Use 1 Force to deploy on your warrior. May target a character, creature or vehicle using 1 Force. Draw destiny. Target hit if destiny > defense value.

Imperial Gunner – Adds 1 to weapon destiny draws of anything he is aboard as a passenger.

Imperial Helmsman – Adds 2 to power of anything he pilots. When piloting a Star Destroyer, also draws one battle destiny if not able to otherwise.

Imperial Pilot – POWER 0

Adds 2 to power of anything he pilots.

Two or more copies of this non-unique Imperial do not cumulatively add more than 2 to power of the same starship they pilot. (See cumulative.)

Imperial Reinforcements – The phrase “TIE fighters” on this Interrupt is inclusive of the TIE Fighter card as well as other TIE fighters (TIE/Ins) such as Black 2, Black 3 etc.

Imperial Squad Leader – Adds 1 to forfeit of your other troopers at same site. When moving with a ‘squad’ of exactly three other troopers, all four move for 1 Force. Imperial Trooper Guards at same site may move.

This character suspends the “cannot move” restriction of all Imperial trooper guards present, allowing them to move normally. Imperial Squad Leader is a sandtrooper and a leader. (See characteristics.)

Imperial starship – A Dark Side starship without an independent starship icon.

Imperial Trooper Guard – POWER 0

Power +4 when defending a battle. Cannot move.

See cannot move.

in a battle together – Two or more characters are “in a battle together” if they are participating in the same battle (see participating in battle).

in battle – This phrase is equivalent to participating in battle.

in battle with – This phrase has the same gameplay meaning as in a battle together.

independent starships – An independent starship is privately owned and thus is neither Rebel nor Imperial. Cards that refer specifically to ‘Rebel’ or ‘Imperial’ starships (such as Tallon Roll) do not apply to independent starships.

Infantry Mine – Deploy at same exterior site as your mining droid. ‘Explodes’ if a character

deploys or moves (without using a vehicle or starfighter) to or across same site. Draw destiny. Character lost if destiny +2 > ability. Infantry Mine is also lost.

If two or more characters simultaneously trigger this automated weapon (e.g., when moving as a group via a card such as Rebel Squad Leader), the player who deployed or buried the Infantry Mine may choose which character to target.

Informant — If a battle was just initiated at same site as your Undercover spy, your characters at adjacent sites may move there as a 'react' (for free). OR Cancel Sabotage.

innermost marker — A term used to indicate the lowest-numbered Hoth marker site that is currently on table.

insert — Term used for the action of sliding a card face down into your opponent's Reserve Deck (or face up into your own), then reshuffling. (See 'insert' cards.)

'insert' cards — An 'insert' card is any card which instructs you to insert it into a Reserve Deck. To be a valid target for an 'insert' card, a Reserve Deck must contain a minimum of two cards (otherwise there's nothing to insert between).

When inserting a card in your opponent's Reserve Deck, you must insert it face down. (Cards that insert into your own Reserve Deck, such as Access Denied and Restricted Access, specify that they are inserted face up.) The Reserve Deck is shuffled and cut (repeating the shuffle and cut as needed until no 'insert' card is on top of the deck), then replaced.

'Insert' cards are not considered to be a part of the opponent's Reserve Deck (but instead are considered to be on table). If the deck is shuffled, 'insert' cards are shuffled along with it.

Whenever one of your opponent's cards comes to the top of your Reserve Deck, you must reveal it so that both players can see whether it is an 'insert' card. If it is not, return it to the top of your Reserve Deck.

If it is an 'insert' card, resolve it immediately as an automatic action. (However, if one of your opponent's cards – or one of your own 'insert' cards – comes to the top when you are reshuffling for any reason, simply shuffle again.)

'Insert' cards can never be activated, lost to satisfy Force damage, used as a destiny draw etc.

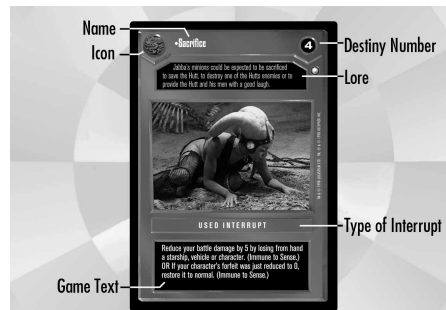
interior sites — A site location which is conceptually 'inside' (or partially inside), identified by an interior icon.

At sites that are interior-only (i.e., those without an exterior icon),

- characters and vehicles may not shuttle; and
- vehicles may not deploy or move unless specifically allowed to on the card.

For example, a vehicle may move to Docking Bay 94 but may not enter the Cantina. If the vehicle's occupants want to go into the Cantina they must disembark and move inside, leaving their vehicle at a nearby exterior site.

Interrupt — Type of card played during any player's turn that generally has a temporary impact on the game.



An Interrupt may play at any time between other actions, or as a response to an action that the Interrupt specifically cancels or modifies. To play one, say, "Interrupt!" and bring out the card. An expenditure of Force is often required. To play it during your opponent's turn, you will need to have left the necessary number of Force cards in your Force Pile.

After use, Used Interrupts go face down on the top of the Used Pile to re-circulate; Lost Interrupts are placed face up on top of the Lost Pile.

Interrupt cards play, have their result and then go to the Used Pile or the Lost Pile; they are not considered to be "on table" while they are executing.

involved in the same battle — The phrase "involved in the same battle" is equivalent to "participating in battle together." (See participating in battle.)

Ion Cannon — Use 2 Force to deploy on your Star Destroyer. May target a starship using 1 Force. Draw destiny. If destiny +2 > defense value, all starship weapons deployed on target are lost, armor or maneuver = 0 and hyperspeed = 0.

Any reference to an "ion cannon" applies to any weapon with that characteristic, such as SW-4 Ion Cannon and Planet Defender Ion Cannon. See capitalization; see ion weapons.

ion weapons — An ion weapon conceptually disables electronic circuitry and mechanical systems of starships and droids, but does not cause a target to be ‘hit’. The results of an ion weapon are immediate.

Most ion weapons are ion cannons, which can reduce power, armor, maneuver and/or hyperspeed to zero (see unmodifiable values). This reduction is permanent unless repaired by a card specifically able to do so (e.g., R5-D4, R5-A2, Fire Extinguisher). The phrase “all weapons aboard target are lost” refers only to weapons the targeted starship can use (i.e., starship weapons deployed on the starship, not weapons deployed on other cards inside the starship).

It Can Wait — Errata:

If opponent just deployed a card (except an Immediate Effect), use 3 Force to return it to opponent’s hand. Any Force used to deploy that card remains used. On opponent’s next turn, if possible, opponent must redeploy that card (for free) using same target(s).

See the Dark Side counterpart, I’d Just As Soon Kiss A Wookiee.

IT-O (Eyete-Oh) — In rare cases, as the Light Side player, you may be able to take (e.g., win, steal or purchase) this droid from the Dark Side, with or without a Hypo device. When this happens, you may not use any of IT-O’s or the Hypo’s game text that requires the presence of captives (because the Light Side cannot have captives).

It’s Worse — When this Interrupt increases your opponent’s Force loss, this is simply a modifier; it does not create a new, separate instance of Force loss. For example, if you Force drain your opponent for 2 Force, your opponent plays It Could Be Worse, you respond with It’s Worse and you use 5 Force, you are now performing a single Force drain for 7 Force.

I’ve Got A Bad Feeling About This — If you just initiated a battle at a location where you have less power than the opponent, double opponent’s battle damage if you win the battle (if Han is present at the battle location, triple opponent’s battle damage).

I’ve Got A Problem Here — Use 1 Force to target opponent’s starfighter at a system or sector where a battle just finished. Draw destiny. Starfighter lost if destiny > maneuver.

I’ve Lost Artoo! — Use 1 Force to target a starship’s [nav computer] or astromech. Draw destiny. If destiny > 1, [nav computer] or astromech is lost. If starship’s [nav computer] icon is lost, place Effect on starship (may add 1 astromech); otherwise, Effect lost.

If this Effect is later canceled, and a permanent nav computer had been conceptually removed by that Effect, the permanent nav computer is restored and astromech capacity returns to normal.

Jabba The Hutt – The phrase “to move requires +1 Force” on this alien applies only when Jabba is using his own landspeed.

Jabba’s Palace location deployment – See Tatooine location deployment.

Jabba’s Sail Barge – Deploys only on Tatooine; you may immediately deploy Passenger Deck from your Reserve Deck and reshuffle. May add 1 driver and 7 passengers. Your aliens deploy –1 aboard.

Jawas – Unless you are deploying to your own Jawa Camp, when you deploy a non-unique Jawa you must use 1 Force and your opponent must use 1 Force (each player uses 2 or more Force when Dathcha or Het Nkik is deployed). Your opponent’s use of Force is mandatory. If both players do not have sufficient Force available, the Jawa may not be deployed.

Any modifier to such a Jawa’s deploy cost affects both players. If a Jawa’s game text gets canceled, the asterisk (*) in its deploy box becomes undefined and is treated as an “unmodifiable zero” (see undefined values).

Jawa Blaster – Deploy on your Jawa. May target a character or creature for free. Draw destiny. If destiny –1 > defense value, target hit. If destiny = 0, Jawa Blaster ‘explodes’ (weapon and character firing it are lost).

Jawa Ion Gun – Use 1 Force to deploy on your Jawa, 3 on your warrior. May target a character using 1 Force. Draw destiny. Targeted droid stolen if destiny +1 > forfeit. Targeted non-droid character excluded from battle if destiny = defense value.

See ion weapons.

Jedi – A character is a Jedi if the word ‘Jedi’ appears in the Force Sensitivity box or if that character’s ability has been raised to 6 via Jedi training. (See characteristics.)

Jedi Knight – Level of Force sensitivity that indicates advanced Force capability (represented in the game by an ability level of 6).

Jedi Lightsaber – Use X Force to deploy on your warrior where $X = (7 - \text{warrior's ability})$. May add 1 to Force drain where present. May target a character or creature by using X Force. Draw two destiny. Target hit if total destiny > defense value.

Jedi Master – Level of Force sensitivity that indicates mastery of Jedi ability (represented in the game by an ability level of 7).

Jedi Presence – Because this Interrupt requires a Jedi to be present, it may not be used during a starship battle.

Jedi Tests — A card type that allows you to train your characters on Dagobah in the ways of the Force.

The Light Side can train non-droid characters in the use of the Force using Jedi Test cards. Completing Jedi Tests gives you new capabilities that can have far-reaching consequences, and can also raise your character's ability. Attempting Jedi Tests involves bringing an apprentice to a mentor on Dagobah and drawing training destiny.

Each Jedi Test card describes how to begin, attempt and complete the test. The following rules apply to Jedi Tests:

- For every Dagobah site on table, you may add 1 to each training destiny draw.
- Each time an apprentice completes a Jedi Test numbered higher than that character's ability, the ability number increases to match the Jedi Test number. For example, completing test #4 raises the apprentice's ability to 4.
- A mentor may train only one apprentice at a time.
- An apprentice may change mentors between Jedi Tests, if necessary.
- An apprentice may not attempt a test that is already placed on that apprentice.
- Once a character becomes an apprentice, that character's persona remains an apprentice until becoming a Jedi (which will be possible with Jedi Test #6 – You Must Confront Vader – coming in the Death Star II expansion set).
- A character may not be an apprentice and a mentor at the same time.

If a character is replaced by a different version of the same persona, all benefits he or she earned from Jedi training apply to the new version. This is also true if that character converts or crosses over to the other side of the Force.

Jedi training — See Jedi Tests.

Jek Porkins — Adds 2 to power of anything he pilots. When piloting Red 6, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.

Jeroen Webb — Adds 2 to power of anything he pilots. When in battle with a Rebel leader, subtracts 1 from opponent's total battle destiny.

Because this Rebel is both a spy and a pilot, you may deploy him simultaneously with a starfighter (if it does not have a permanent pilot) where you do not have presence or Force

icons.

'just' actions – See actions – 'just'.

just deployed – A card is "just deployed" after the action of deployment has had its result (and the card is thus on table). An action which targets a card "just deployed" is not a response; it is a new action which follows the deployment.

just played – A card is "just played" after the action is initiated but before it has had its result. Thus, an action which targets a card "just played" is a response to the card play.

'just' responses – See actions – 'just'.

K-3PO (Kay-Threepio) – May initiate battle and be battled. K-3PO is power +1 for each of your other droids at same Hoth or Yavin 4 site. Functions as a leader if present with another of your droids.

See may initiate battle and be battled.

Kabe – See stealing.

Kal'Fa'nl C'ndros – When in a battle, if both players draw only one battle destiny and yours is higher, reduces opponent's destiny to zero. Landspeed = 3. Adds 2 to power of anything she pilots. May not deploy to or board starfighters or enclosed vehicles.

This alien's ability to reduce your opponent's battle destiny draw is an automatic action that occurs just after both players have finished drawing battle destiny.

Kashyyyk (Light Side) – The deployment benefit from this system location affects each applicable character, not each characteristic. Thus, a Wookiee who is also a smuggler (e.g., Chewbacca) is deploy –2 here, not deploy –4.

Kessel Run – This Utinni Effect defines X at the time the smuggler is targeted, and X remains the same even if the parsec distance between the two systems subsequently changes.

Kiffex (Dark Side) – While this system location is doubling the Tonnika Sisters, their destiny, power, ability, deploy and forfeit are 4 each and their game text works as follows:

Four times each turn during your control phase, you may use 4 Force to draw 4 destiny for 4 chances at a destiny = 4. If successful, may steal or destroy up to 4 weapons or 4 devices present. (Sisters are targeted as one character, but require double Force to move.)

Doubling the Tonnika Sisters does not turn them into four characters and does not double their

unique dot or the cost to move them.

If you fail to occupy Kiffex with two starships, the doubling bonus is removed and the sisters return to normal (as if the Tonnika Sisters could ever be called 'normal'!).

Kintan Strider – A dejarik hologram of a ferocious creature with incredible healing abilities. Extinct on their homeworld of Kintan, but used as guard beasts by many Hutt gangsters.

Kithaba – Deploys only on Tatooine. Adds 1 to power of anything he pilots. W Power = 1 + ability of opponent's highest-ability character present.

K'lor'slug – This Effect increases your power according to your total ability present (and participating in the battle) and thus does not benefit from ability aboard enclosed vehicles and starships. Using multiple Force to raise total power may be performed only once per battle.

landed starfighter – A landed starfighter (or squadron) has no landspeed, power or maneuver. It may not utilize normal starship weapons (unless they indicate they work at a site, such as the Surface Defense Cannon) or any cards that would logically require the starfighter to be moving (e.g., Dark Maneuvers). It may not utilize any of its game text except game text related to

- deployment (e.g., "Deploy -2... to same location as Red Leader"; "Ion Cannon may deploy here");
- capacity (e.g., "May add 2 pilots or passengers, and 1 astromech"); and
- ability of its permanent pilot.

A landed starfighter may not move to an adjacent site or use docking bay transit. Other than as noted above, landed starfighters behave in most respects like enclosed vehicles.

Starfighters are not "being piloted" when they are landed. Thus, pilot characters and permanent pilots who are able to draw battle destiny when piloting a specific starfighter (e.g., Dutch) may not do so when the starfighter is landed (although they may apply their ability toward drawing battle destiny).

landing and taking off – A piloted starfighter or squadron at a system location (or at the Big One sector) may land at any related exterior site. Similarly, a piloted starfighter or squadron at an exterior site may take off to the related system or Big One. Landing or taking off requires 1 Force, but is free at a docking bay. TIEs require docking bay facilities and thus may land and take off only at docking bay sites.

Cloud sectors affect landing and taking off at planets.

See landed starfighter.

Landing Claw – This device allows your starfighter to attach itself to an opponent's capital starship. To indicate that your starfighter is attached, place it across the table on the targeted capital starship card.

When attached, your starfighter is conceptually concealed and thus it

- does not participate in battles;
- may not move on its own (and may not shuttle or transfer other cards);
- may not have cards deployed on it;
- may not be targeted by either player (e.g., by weapons, Interrupts, Utinni Effects, asteroid destiny etc.); and
- is treated as if it has no presence, yet still blocks your opponent's Force drains.

If the capital starship is lost, the attached starfighter is also lost.

Lando – This persona has both Light Side and Dark Side versions. Accordingly, some cards target "your Lando," others target "opponent's Lando" and still others target "any Lando." Because Lando is unique (•), only one player may have him on table at a time.

As the Dark Side player, you can exploit Dark Side Lando in many powerful ways. However, he has a weakness. "He's got no love for the Empire" and thus is vulnerable to being replaced by Light Side Lando during your opponent's deploy phase. The Cloud City deployment restriction does not apply, but otherwise this conversion follows the rules for persona replacement (any cards deployed on or targeting Lando transfer to the Light Side version, if applicable, and Dark Side Lando goes to the Lost Pile).

When any Lando is placed out of play, the persona rules prevent any other Lando from coming into play for the remainder of the game.

Lando Calrissian (Light Side) – Adds 2 to power of anything he pilots (3 if piloting Falcon). Power +1 for every Cloud City location you control. When playing Sabacc, may add 1 to or subtract 1 from your total.

Lando Calrissian (Dark Side) – Deploys only on Cloud City. Adds 2 to power of anything he pilots. When playing Sabacc, may subtract 1 from or add 1 to your total. If present at a site, can be replaced by opponent with any Light Side Lando.

landspeed – This term refers to the number of adjacent sites a character, creature or vehicle can travel each turn. Characters and creatures have landspeed of 1.

Laser Gate – Deploy between any two interior mobile sites. To pass, a character must have (power + ability) > 4 or use a Lift Tube (all other vehicles are blocked). Laser Gate defense value = 3; may be targeted by a character weapon from either site.

Laser Projector – Use 2 Force to deploy on an interior site. May target a seeker (use defense value = 1), character or creature for free. Draw destiny. Target hit if destiny -1 > defense value. Laser Projector may be targeted by any weapon (use defense value = 1).

Lateral Damage – See unmodifiable values.

leader – See characteristics.

Leesub Sirln – This alien is female. (See gender of characters.)

Leia Organa – This character is not an Imperial. (See characteristics.)

Leia Seeker – Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase, like a character, at normal use of the Force. When present with Leia or a warrior of ability < 3, choose one to be lost. Seeker also lost.

Leia's Sporting Blaster – Use 1 Force to deploy on Leia, or 2 on your warrior. May target a character, creature or vehicle for free. Draw destiny. Target hit if destiny -1 > defense value. If hit by Leia, target's forfeit = 0.

Leslomy Tacema – Adds 3 to power of anything she pilots. While at Audience Chamber, adds 2 to the power bonus provided by Ellorrs Madak.

Let The Wookiee Win – During a battle at a holosite, add one battle destiny. OR If a Wookiee survived a battle you just lost, deploy on one opponent's character of ability < 5 present. Character is Disarmed (power -1 and may no longer carry weapons).

When Disarming an opponent's character, this Interrupt is placed on that character to indicate that the character is Disarmed. Therefore, once Let The Wookiee Win has had its result, it is "on table" but may not be targeted by Sense because it is just used as an indicator that the character is Disarmed.

Lieutenant Cabbel – Adds 2 to power of anything he pilots. On Tyrant, also adds 1 to armor. When in battle with an Imperial leader, subtracts 1 from opponent's total battle destiny.

Lieutenant Sheckil – The name "Sumner" in this character's game text is a misprint and

should read “Sheckil.”

Lieutenant Tanbris — Deploy –1 for starship weapons of any starship he pilots. Adds 2 to power of anything he pilots. Subtracts 1 from maneuver of any starfighter he pilots.

Life Force — Your Life Force includes all of the cards in your Reserve Deck, Force Pile and Used Pile (but does not include cards in your hand).

Lift Tube — This vehicle does not require a driver to move, and thus may ‘react’ even when empty.

Light Repeating Blaster Rifle — Use 2 Force to deploy on your warrior. If your power droid or fusion generator present, may target a character, creature or vehicle using 2 Force. Draw destiny. Target hit if destiny +1 > defense value. May fire repeatedly for 2 Force each time.

See fire repeatedly.

Lightsaber Proficiency — A character with this Effect, whenever appropriate, may add 1 to a Force drain and may battle with power +3 (possibly both in the same turn). This Effect is lost if, for any reason, the character is no longer carrying at least one lightsaber.

lightsabers — A character with a lightsaber, whenever appropriate, may use it to add 1 to a Force drain and may use it to target a character or creature (possibly both in the same turn). Because a lightsaber is not present at a system or sector location, it cannot enhance Force drains at such locations. Targeting with a lightsaber is considered ‘firing’ that lightsaber for game purposes (e.g., Sniper).

Limited Resources — Errata: The title of this Interrupt has been revised to read, “•Limited Resources”; thus, it is now unique (•).

LIN-V8K (Elleyein-Veeatekay) — At any time during your turn, may use 1 Force to ‘defuse’ (lose) any one mine at same site. This mining droid may defuse any number of mines per turn, whether ‘laid’ or ‘buried’.

LIN-V8M (Elleyein-Veeateemm) — See the Light Side counterpart, LIN-V8K.

Lirin Car’n — For each other musician present, adds a “cover charge” of 1 to the Force required to move or deploy each character to same site.

Lobot (Light Side) — This alien has two deployment restrictions, and both must be met simultaneously: (1) he deploys only as a ‘react,’ and (2) he deploys only to a Cloud City site or to where your Lando is present.

locations – Types of cards that represent places where Force is generated and where characters, starships, vehicles etc., are deployed. All location cards have a destiny value of zero.

Location cards are placed on table in a horizontal line between the two players. Related locations in the same system are played next to each other to form a group. Locations belonging to different systems are separated by a gap.

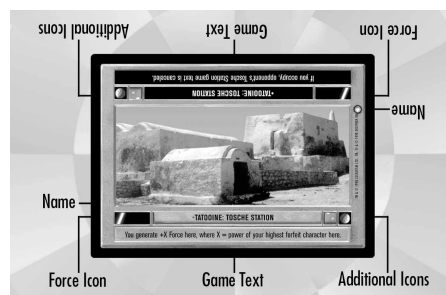


The cards are oriented so that, when deployed, the Light Side player is facing the side with the blue lightsaber icons and the Dark Side player is facing the side with the red lightsaber icons. Unless otherwise specified, game text on your side of a location card applies only to you, and you are not required to occupy or control the location to utilize its game text.

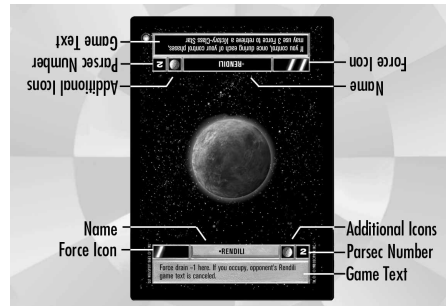
Locations have no deploy cost. You may deploy any number of location cards from your hand, for free, during any of your deploy phases.

There are three kinds of location: site, system and sector.

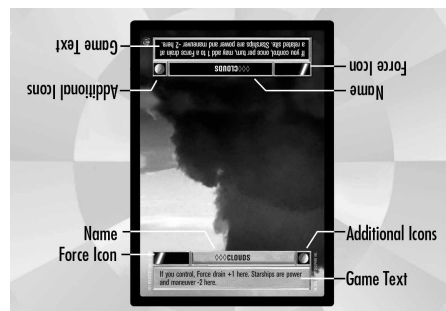
Site locations represent different areas on a planet (or within the Death Star or Cloud City) where characters and vehicles may deploy, battle and move. Site locations related to a system may be deployed regardless of whether that system card is already on table (and vice versa).



System locations represent different planets (or a Death Star) in the galaxy. They are deployed on the end of a row of 'related' site locations (if already in play). Otherwise a system may be deployed alone. A system card is related to all sites in the same system (e.g., the Tatooine system is related to all Tatooine sites).



Sector locations represent different altitudes of airspace over a planet (for cloud sectors) or areas within an asteroid belt (for asteroid sectors). They are deployed on either side of a system location, and thus the system location card must already be on table or you to deploy sectors in that system.



Converting Locations — Many locations have both a Light Side and a Dark Side version. (Be aware that the game text and Force icons will vary!) Only one of each unique (•) location may be in play at a time. A location in play can be converted by deploying the opposing side's version on top. It is possible for a location to change back and forth (Light to Dark, Dark to Light) several times during a game.

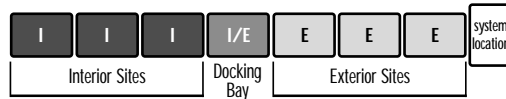
See starting locations.

locations – deployment — Site, system and sector locations are grouped into conceptual planetary systems. (A Death Star is a mobile system rather than a planet system, but its locations deploy in essentially the same way.) There are six “major systems” (Tatooine, Yavin 4, Hoth, Death Star, Bespin and Dagobah), each comprising a system location card plus a variety of specifically related sites. In addition, there are numerous “minor systems” (Coruscant, Dantooine, Kessel etc.) which consist of just the system card (and a few sites in the case of Coruscant).

Although most minor systems do not have any specifically related sites, there are 'general' sites such as ◇Forest and ◇Swamp which can be used at almost any system.

Each different planetary system is separated on the table from the others, to make a visual separation between them and to leave room for site and sector location cards.

Sites are deployed in a manner which emulates natural planet topographies while allowing the players to actually create the layout of the planet as they play. In general, the sites for a given system are placed in a pattern where interior and exterior sites are separated from each other by a docking bay. After several turns of deployment, a typical system layout might appear as follows.

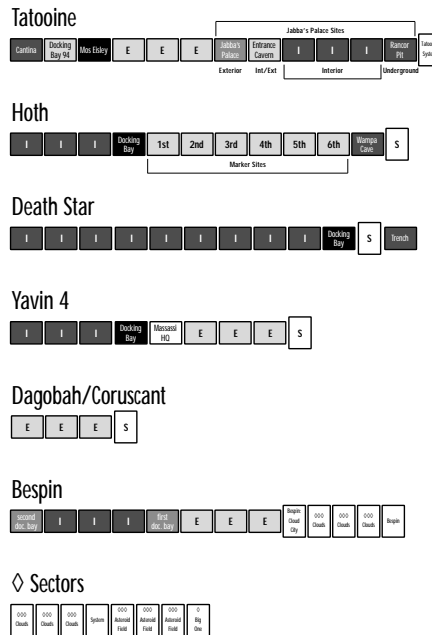


As long as you maintain this pattern, when a new site is deployed to an existing system, it may be inserted between (or placed at the end of) the related sites. For example, in the diagram above, there are four places where you could deploy a new exterior site (inserted anywhere between the docking bay and the system location). Once deployed, locations may not be re-arranged.

If any of these groups are not yet on table, the other groups are laid out adjacent to each other. As new groups come into play, they are inserted into the appropriate place. For example, before the docking bay was inserted in the above diagram, the interior site group would have been next to the exterior site group.

The special Hoth locations called "marker sites" are an exception. These sites represent areas outside Echo Base and have a special sequencing feature called "marker numbers." Marker sites can be brought into play in any order but are laid out sequentially. Thus, marker numbers indicate where a site must be inserted when it is deployed.

Using these rules, the major systems currently in the game would appear something like this:⁸⁶



There are also a few special locations that, according to text on the cards, deploy to unique positions on the table. Examples of these include the Death Star: Trench (deploys according to Trench Rules); the Hoth: Wampa Cave (deploys according to its marker number); holosites (deploy according to Dejarik Rules); and sandcrawler sites (deploy according to their game text).

lone — See alone.

Lone Pilot — If your pilot (or permanent pilot) is defending a battle alone at a system or sector, add one battle destiny. OR If Motti is defending a battle alone at a system or sector, add two battle destiny.

Lone Rogue — Your T-47 is “defending a battle alone” if all of your characters and ability participating in that battle are aboard that T-47. This Interrupt must be played on your own lone T-47 to add to your battle destiny.

Lone Warrior — This Interrupt must be played on your own lone warrior to add to your battle destiny.

long-range weapons — Some weapons (e.g., Assault Rifle) specify that they may target cards at locations other than the weapon's location. Your warrior, vehicle etc. carrying such a weapon does not have to be participating in a battle or attack in order to fire that weapon. However, you must be

- targeting something that is participating in a battle; or
- targeting a creature that you are attacking; or
- using a special card such as Sniper, Blasted Droid or Target The Main Generator.

This ruling streamlines and improves the gameplay of the following cards: AT-AT Cannon, Atgar Laser Cannon, Blaster Scope, Concussion Grenade, Golan Laser Battery, Medium Repeating Blaster Cannon and Superlaser. These cards now operate more consistently with other long-range weapons.

If a long-range weapon allows firing into and/or through an interior site, it is assumed to be conceptually firing through a door or window.

Long-range weapons may be used more than once per turn, although they are still limited to once per battle (like all other weapons).

looking at cards — See peeking at cards.

lore — This text, appearing on many card types, presents background information about the characters, starships, weapons etc. in the Star Wars universe. Lore sometimes contains terms that are relevant to gameplay. These terms are sometimes but not always identified by the use of boldface type.

loser of battle — See battle.

losing Force — Whenever you are required to lose Force, you must move the appropriate number of cards from your hand and/or Life Force to your Lost Pile.

When a card refers generally to “losing Force,” this applies to losing “cards as units of Force,” not to losing a specific card because of its name or some particular characteristic of that card.

Lost Interrupt — A kind of Interrupt that you place on your Lost Pile after you play it.

Lost Pile — A pile where lost cards are placed face up. (See Force.)

Lt. Pol Treidum — While at Docking Control Room 327, adds 2 to your total power at Docking Bay 327. Once during each of your control phases, if at same site as an Undercover spy,

may draw destiny. Spy's "cover is broken" if destiny = spy's ability.

Lucky Shot – See the Dark Side counterpart, Direct Hit.

Luke Skywalker – Errata:

You may activate 1 extra Force each turn if Luke is not at a Tatooine site. Adds 3 to power of anything he pilots. When piloting Red 5, also adds 2 to maneuver. Immune to attrition < 3.

Luke's Blaster Pistol – Use 1 Force to deploy on Luke, 3 on your other warrior. May target a character, creature or vehicle using 2 Force. (If targeted by Luke, target loses immunity to attrition for remainder of turn.) Draw destiny. Add 1 if targeting a character or creature. Target hit if total destiny > defense value.

Luke's Cape – Errata:

Use 2 Force to deploy on a Rebel or alien. You may activate 1 extra Force each turn if Luke's Cape is not at a Tatooine location. That character is immune to attrition < 3.

Luke's Hunting Rifle – Use 1 Force to deploy on Luke or Owen Lars, 3 on your non-droid character. May target a character or creature using 1 Force. Draw destiny. Subtract 1 if targeting a character. Add 2 if targeting a creature. Target hit if total destiny > defense value.

Luke's X-34 Landspeeder – May add 1 driver and 2 passengers. Moves free if Luke aboard. May move as a 'react'.

Magnetic Suction Tube – Deploy on your sandcrawler. Once during each of your control phases, may target one character present. Draw destiny. If destiny > character's ability, "suck up" character (relocate to related interior Sandcrawler site or owner's Used Pile).

Major Bren Derlin – While on Hoth, opponent may not 'react' to any Echo site, and Derlin may use 1 Force to cancel Breached Defenses. While at Cantina, power +1 and may use 1 Force to cancel Local Trouble.

maneuver – An attribute generally used on starfighters and small vehicles as an indicator of how well it can evade weapon fire and other potential threats. When a card that has maneuver is targeted by a weapon, it uses its maneuver as its defense value.

Game text which specifically targets "maneuver" does not also affect armor; however, game text which targets "maneuver or armor" refers to whichever of those attributes occurs on the affected card.

Mantellian Savrip – This Effect allows you to forfeit cards directly from your hand to

satisfy battle damage or to simultaneously satisfy attrition and battle damage. Cards being lost from hand are simply lost units of Force, and thus their card types and titles are not recognized for other purposes (e.g., a character card being forfeited from hand may not be placed in the Bacta Tank).

marker site — Any of the seven Hoth sites with a marker number.

matching operative — An operative is the matching operative for a planet if the character's card title includes that planet's name.

matching pilot — If a pilot has game text that refers to a unique starship (or vice versa), then that pilot is considered the matching pilot for that starship. Rebel Flight Suit also makes a character a matching pilot.

may add ___ pilots (passengers, astromechs, vehicles, starfighters etc.)
— See capacity.

may Force drain — A droid with this phrase in its game text (e.g., EV-9D9, Probe Droid) can control its location only for the purpose of initiating and enhancing Force drains (unless that droid is Undercover).

may initiate battle and be battled — A droid with this phrase in its game text (e.g., K-3PO, 4-LOM, IG-88, Probe Droid) occupies its location only for the purpose of battle (unless that droid is Undercover).

may move elsewhere — See but may move elsewhere.

may not be moved — This phrase is synonymous with cannot be moved.

may not move — This phrase is synonymous with cannot move.

Medium Repeating Blaster Cannon — Errata:

Deploy on a site. May be moved by two warriors for 1 additional Force. Your warrior present may target up to two characters or two creatures at same or adjacent site using 2 Force. Draw two destiny. Target(s) hit if total destiny > total defense value.

See long-range weapons.

mentor — A character of ability > 2 who is targeted to train an apprentice. (See Jedi training).

Merc Sunlet — Deploy on your non-thief to give that character thief skill. Once during each

of your control phases, may target one device at same site. Draw destiny. If destiny < target's destiny number, it is stolen. OR Deploy on a weapon to prevent theft. (Immune to Alter.)

M'iiyoom Onith – Once during each of your control phases, may reveal opponent's hand by using X Force, where X = number of cards in opponent's hand. All unique (•) male Rebels and unique (•) male aliens there are lost.

This alien refers to Rebels and aliens and thus affects only characters (not permanent pilots). To determine which Rebels and aliens are male, see gender of characters.

minimum zero – See negative numbers.

mining droid rules – When your mining droid is present at any site, it may 'lay' (deploy) mines face up there. If the droid is on a planet, it may also 'bury' (place) mines face down there to simulate creation of a minefield.

If you have a mining droid present at an exterior planet site during your deploy phase, you may bury (place) any number of cards from your hand face down underneath that site. You may choose to bury 'real' mines, 'duds' (non-mine cards buried as a bluff) or a mixture of the two. When any character, vehicle or starship deploys or moves to or across that site, all buried cards there are 'tripped' (revealed). Any duds are simply lost. Any mines 'explode,' targeting the card that tripped them if applicable (see Timer Mine).

Buried cards are not considered to be on table. If buried mines are tripped during your turn and you have a mining droid present, you may choose to 'defuse' any or all of them (at normal use of the Force) before they explode.

missing – Several cards cause characters to become disoriented or lost (in the normal sense of the word, not to the Lost Pile). This condition is defined in game terms as 'missing.' To indicate that a character is missing, place that character face up beneath the site where it became missing.

A missing character is still on table. However, because conceptually nobody knows exactly where a missing character is at the site, the character is not considered to have presence, does not participate in battles, may not move, may not be forfeited and may not have new cards deployed on it. Likewise, missing characters cannot be targeted by weapons or any other cards that do not specifically target missing characters (Utinni Effects and other cards that targeted the character before he or she became missing still continue to do so).

Missing characters can be found by playing special cards or by using the search party rule.

See captured and missing cards.

Mobile Effect — A kind of card that has a built-in movement function. Mobile Effects are not vulnerable to Alter, as indicated by the wording of the Alter card.

Mobquet A-1 Deluxe Floater — May add 1 driver and 1 passenger. Moves free if Jabba or any bounty hunter aboard. May move for free as a 'react' to a battle where your thief, smuggler or bounty hunter is participating.

Molator — See the Light Side counterpart, K'lor'slug.

Momaw Nadon — This character is a leader. (See characteristics and stealing.)

Moment Of Triumph — This Interrupt must be played on your own lone alien to add to your battle destiny.

Monnok — USED: If opponent has 13 or more cards in hand, place all but 8 (random selection) in Used Pile. LOST: Use 4 Force to reveal opponent's hand. All cards opponent has two or more of in hand are lost.

See the Light Side counterpart, Grimtaash.

moose — Large, quadrupedal ruminant mammal of the deer family. Long legs. Heavy antlers. Humped shoulders. Inhabits northern New- and Old-World forests. Also, a noun sometimes surreptitiously inserted into game text or rules by mischievous game designers as a test of Decipher editorial staff thoroughness. The fact that you've never seen this word on a card is evidence of the editors' dedication — but one of these days we're gonna miss one!

Mos Eisley Blaster — Use 1 Force to deploy on your alien warrior (free if on Tatooine). May target a character for free. Draw destiny. Target is forfeit -2 for remainder of turn if destiny +2 > defense value.

Mosep — When opponent is losing Force from Force drains at the same or an adjacent site, lost Force must come from Reserve Deck if possible.

When this alien requires Force drain damage to come from your Reserve Deck, any portion that cannot come from your Reserve Deck (because you have insufficient cards there) must come from another appropriate place (e.g., your hand, Force Pile or Used Pile).

Motti Seeker — Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase (like a character) at normal use of the Force. When present with Motti or a pilot of ability < 3, choose one to be lost. Seeker also lost.

Mournful Roar — Deploy on Chewie if Han was just lost or just became missing. Opponent cannot play Let The Wookiee Win or Wookiee Roar. Opponent must also lose 1 Force at end of

every player's turn. Effect canceled if Han is deployed again or found.

move phase – Fifth phase of each turn, in which you may move your characters, vehicles, starships etc.

movement – Movement is defined as any method of relocating a character, creature, vehicle or starship from one place to another on table. There are three kinds of movement: regular moves, unlimited moves, and 'reacting'.

Regular moves – Each of your characters, creatures, vehicles and starships is limited to one regular move per turn (which occurs during your move phase). A regular move requires you to use 1 Force. A regular move is defined as:

- one card using its landspeed or hyperspeed (characters and creatures have landspeed = 1);
- one character or vehicle shuttling;
- a group of cards using docking bay transit;
- one starship landing or taking off; or
- one starfighter making an Attack Run.

A vehicle or starship is allowed one location-to-location movement per turn, and this is one game action. Vehicles may not "reverse direction" in the middle of the move.

Using the special movement provided by a site's game text is also a regular move:

- Cloud City: Upper Plaza Corridor
- Death Star: Level 4 Military Corridor
- Executor: Main Corridor
- Hoth: Ice Plains
- Tatooine: Mos Eisley (Light Side)

Unlimited moves – An unlimited move is (1) any movement your opponent forces you to make or (2) any movement which is not a regular move or a 'react'. A card may make any number of unlimited moves per turn. Unlimited moves occur in various phases and are free. Some examples include

- characters embarking on or disembarking from vehicles;

- starfighters embarking on or disembarking from capital starships;
- a group of cards transferring from one starship to another (requires 1 Force);
- characters and other cards being carried by a moving vehicle or starship;
- interrupts (e.g., Elis Helrot, Nabrun Leids); and
- special game text (e.g., Obi-Wan Kenobi, Chief Bast).

Embarking or disembarking must be performed either before or after the carrying card performs any desired regular move.

Characters, vehicles and cards that move like a character or vehicle may use movement rules such as shuttling and docking bay transit. Other cards (e.g., landed starfighters) may not.

‘reacting’ – See react.

must have pilot aboard to use power, maneuver or hyperspeed – This and similar game text on some early cards is incorporated into the starship and vehicle rules, and thus does not appear on new cards.

Mynock – In addition to attacking normally, these creatures can attach themselves to a starfighter and chew on the power cables (‘meals’), draining power and reducing hyperspeed. (If they detach, power and hyperspeed are restored.) Like other creatures, mynocks may move from site to site, but they may also move like a starfighter (e.g., landing, taking off, and flying to and from sectors). Because mynocks have no hyperspeed, to move from system to system they must ‘hitchhike’ on a starfighter. Mynocks are not targeted like starships; however, you can land your starfighter and clean them off with weapons that target creatures.

See attaching creatures and selective creatures.

Myo – This alien may ‘regenerate’ to your Used Pile only if lost from table as a result of battle (not lost from hand or Life Force).

Nabrun Leids – See the Dark Side counterpart, Elis Helrot.

nav computer icon – A symbol that indicates the navigation computer necessary for a starship to move through hyperspace. Most capital starships and some starfighters have a permanent nav computer, and nav computers are also provided by astromech droids. “Astromech-nav computer icon” is an older term which has been superseded by “nav computer icon.”

negative numbers — Some cards instruct you to subtract numbers, in which case the final result may not fall below zero.

Ng'ok — Dejarik hologram of a Ng'ok war beast. Foul temper gives rise to bad feelings. Has razor-sharp retractable claws. Used in many systems to frighten off potential attackers.

See the Light Side counterpart, I Have A Very Bad Feeling About This.

Nightfall — The phrase “add one destiny to power only” on this Effect means that the extra destiny draw does not add to attrition. (Other destiny draws may still add to both power and attrition, if appropriate.)

nighttime conditions — “Nighttime conditions” are established by specific cards (e.g., Nightfall, Sundown and the two sandcrawler sites).

no ability, no hyperdrive etc. — See undefined values.

Noble Sacrifice — When using this Interrupt to target one of your characters “with the same power” as an opponent’s character just deployed, use all relevant modifiers to compute power. For example, Dengar (power 2) is “power +1 for each opponent’s character present” and Chewbacca (power 6) is “power +1 at same location as Han.” If the opponent deploys Dengar to a site where you have exactly five characters including Chewbacca and Han, Chewbacca can make the Noble Sacrifice.

Even if this Interrupt is canceled, the sacrificed character is still placed out of play as the sacrifice is part of the initiation.

non-unique cards — Any card with no dots or with two or more dots (••) is non-unique.

Some characters can change certain unique (•) cards into non-unique cards. While such a character is captured, missing or lost, or has its game text canceled, any such changed cards revert to unique (•); however, copies of those cards already on table are allowed to remain (even in multiple). If this occurs, any new copies of those card(s) are prevented from entering play while any others remain on table.

NOOOOOOOOOOOO! — When you use this Interrupt during an Epic Duel to lose Luke instead of crossing him to the Dark Side, you must still lose X Force (but not triple X) as specified on Epic Duel.

Obi-Wan Kenobi — When a battle was just initiated where present, may use 1 Force to choose one opponent’s character of ability = 1 present to move away (for free), or that character is lost. Immune to attrition < 5.

When this Rebel makes an opponent's character move away, that character may use any movement allowed by rules or cards on table (e.g., landspeed, docking bay transit, shuttling).

Obi-Wan's Cape — Use 2 Force to deploy on your Rebel or alien. Character is immune to attrition < 5. Also, When a battle was just initiated where present, may use 1 Force to choose one opponent's character of ability = 1 present to move away (for free), or that character is lost.

Obi-Wan's Lightsaber — Deploy on Obi-Wan. May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

Objective cards — A type of card with game text on both sides. Objective cards represent objectives or tasks to complete, and they flip over according to their game text (sometimes more than once per game).

You may only include one Objective card in your 60-card game deck, and if you choose to include one, you must deploy it instead of a starting location. (See starting the game.) An Objective card always deploys with its front side (as indicated by the destiny value of zero) face up.

- If you reveal an Objective card and your opponent reveals a starting location, your opponent's starting location is deployed first. You then deploy your Objective card and other cards it requires or allows (for free).

- If both players reveal an Objective card, the player who will go first in the game (usually the Dark Side player) deploys cards first (for free), followed by the second player.

In either case, the second player could possibly convert (cover up) locations deployed by the first player (see converting locations).

Your opponent may, at any time, examine both sides of your Objective card.

Observation Holocam — A character at an adjacent site using this device to add power to a battle does not otherwise participate in the battle, and is not eligible to be forfeited. Thus, if the character is Imperial Trooper Guard it would not be defending in the battle and would add zero to power.

Obsidian Squadron TIE — Deploy -1 at any cloud sector. Permanent pilot provides ability of 2 and adds 2 to power. Power +2 at non-unique cloud sectors. Boosted TIE Cannon may deploy aboard and fires free aboard.

occupants of vehicles and starships — Characters aboard a vehicle or starship fall

into three categories: pilots, drivers and passengers. Pilot characters may occupy passenger capacity, but while doing so they are not piloting the starship or vehicle.

occupy — You occupy a location if you have presence there (regardless of whether the opponent has presence at the same location).

Officer Evax — Adds 2 to power of anything he pilots. When at a Death Star site, Imperial starships may move to the Death Star system as a 'react'.

Oh, Switch Off — Cancel an attempt by opponent to target your droid to be stolen, 'hit' or lost. Droid is protected from all such attempts for remainder of turn. OR Switch OFF any binary droid for remainder of turn.

Old Ben — Use 1 Force if any of your characters (except Obi-Wan) was just forfeited from a Tatooine site. Mysterious "crazy wizard" steps in and revives (relocates) that character back to same site.

When this Interrupt revives a just-forfeited character, it does so just after that character has gone to the Lost Pile; thus, any cards that were on that character remain lost. Old Ben allows re-deployment of the exact same card only, not another copy of that card or persona.

on — 'On' is synonymous with 'aboard' when used in the context of vehicles and starships. (See prepositions.)

on table — Your card is 'on table' if it is not currently in your hand, in your Life Force, in your Lost Pile, being played, being deployed or 'out of play'.

once — See one.

once per game — Actions that are limited by their game text to "once per game" may never be initiated more than once per game, no matter how many copies of that card you use, and even if the action fails or is canceled.

once per turn, phase, battle etc. — Actions that are limited by their game text to "once per turn," "once during each of your control phases," "once each battle" etc. may be initiated once per that time period for each copy of the card that allows the action. For example, if you have two medical droids on table, each of those droids may save one character per turn, for a total of up to two characters per turn. (However, a once per game action is not repeatable by multiple copies of the card.)

one — When a card that is on table, such as a character or Effect, allows you to perform an action during a particular time frame (e.g., a turn, a phase, or a battle), and the context indicates

that the action is singular (typically by use of the word “one,” “a” or “an”), then you may perform that action only once during that time frame. For example, Baragwin says “During your control phase, may exchange one card in hand for one weapon or device in your Lost Pile.” Thus, the Baragwin may exchange only one card per control phase.

Cards in play that do not specify a particular time frame for an action allow you to perform that action as many times as you like. Also, you may play multiple copies of an Interrupt that allows an action during a particular time frame in order to perform that action multiple times, subject to the limitations on unique and restricted cards.

See once per turn, phase, battle etc.

One More Pass – If you are about to draw power harpoon weapon destiny, add ability of one pilot aboard same vehicle.

Oo-ta Goo-ta, Solo? – When this Interrupt captures Rebels, if you want to seize or imprison them you must have one or more potential escorts at the site opponent is moving to, or that site must be a prison. Any of the captured Rebels that you are unable to seize or imprison simply escape to your opponent’s Used Pile. (See capturing characters.)

open vehicles – Any vehicle not identified in its lore as an enclosed vehicle is considered ‘open.’ Characters aboard an open vehicle are exposed to the surrounding environment; they are present at the site (and thus are vulnerable to cards which affect characters at the site). All characters aboard an open vehicle may use personal power, ability, forfeit and game text (when appropriate). They may also fire character weapons and may likewise be targeted by weapons.

operative – Any character with the word ‘Operative’ in its card title. (See matching operative.)

opponent’s cards – See owner.

Orbital Mines – In a future expansion set, TIE Bombers will be able to deploy and defuse Orbital Mines.

Ord Mantell (Light Side) – LIGHT (1): If you control, each of opponent’s bounty hunters is forfeit –2. DARK (1): Each of your bounty hunter pilots add an additional 1 to power of starships they pilot here.

Organa’s Ceremonial Necklace – The term ‘steal’ on this Utinni Effect simply means to place the Necklace on the target Imperial. In order to pass Organa’s Ceremonial Necklace to an adjacent site you control, you must immediately re-target (place it on) another one of your Imperials there.

orientation of card backs — Since good sportsmanship is a hallmark of Decipher's Customizable Card Games, card orientation is not an issue ninety-nine percent of the time. However, to maintain the integrity of the game, Decipher's tournament guidelines require every player to keep all of the cards in any given deck or pile turned in the same direction (i.e., with the Star Wars logos all facing the same way). This prevents cards from being 'marked' or 'tracked' by the orientation of their card backs.

Out Of Nowhere — If opponent just initiated a battle at a system or sector where you have a starship with maneuver > 3, use 1 Force to add one battle destiny.

out of play — Cards which are lost but, rather than going to the Lost Pile, are taken out of the game entirely.

When a unique character, vehicle or starship is placed out of play, all personas represented by that card (including any starship and permanent pilot personas) may not be deployed again for the remainder of the game.

Example 1 — Noble Sacrifice places Dutch out of play, or Dannik Jerriko "eats his soup." No versions of the Dutch persona may be deployed for the remainder of the game, including Gold Leader In Gold 1 (because it includes the Dutch persona as its permanent pilot).

Example 2 — Death Star Assault Squadron is randomly placed out of play by Out Of Commission. No versions of the following personas may be deployed for the remainder of the game: Vader, DS-61-2, DS-61-3, Vader's Custom TIE, Black 2 and Black 3.

outermost marker — The highest-numbered Hoth marker site that is currently on table.

Overload — This Interrupt may destroy artillery weapons. However, only the artillery weapon itself is lost, because there is no character or starship "carrying" it.

Owen Lars — Deploys free at Lars' Moisture Farm. Power +2 if at same site as Beru Lars or a Vaporator. If lost from table during opponent's turn, Luke is power +3 until the end of your next turn.

owner — The owner of a card, when referenced in game text, is the player who played the card. Stolen cards exchange ownership until the end of the game. (See stealing.)

Palejo Reshad — Adds 2 to power of anything he pilots. While at Audience Chamber, all your Corellians are power and forfeit +1 (+2 if non-unique) and your Force generation at the Corellia system is +2.

Panic — See the Dark Side counterpart, Emergency Deployment.

parsec numbers – Number on system locations symbolizing the relative hyper-route distance between systems. (See starships – movement.)

participating in battle – Unless otherwise specified, cards which participate in battle include

- all cards present at the location of the battle and
- all cards on the bridge, cockpit or cargo bay of any vehicles and starships that are participating in the battle.

A card is considered to be participating in a battle as soon as the battle has been initiated, or as soon as that card ‘reacts’ to the battle. Cards which participate in one battle may not participate in another battle during the same turn.

Because passengers at the bridge, cockpit or cargo bay participate in battles, actions that occur during a battle (e.g., Skywalkers) may target such a passenger (e.g., Leia), if appropriate.

Some game text and rules may specifically exclude cards from battle (e.g., Defel, Rebel Barrier, captured or missing characters). Such excluded cards are not present in that battle for purposes of targeting, forfeiture etc.

A card that fires a long-range weapon into a battle from another location is not participating in that battle for game purposes.

passengers – Passengers are any characters aboard a starship or vehicle who are not acting as a pilot or driver of that starship or vehicle.

Passengers aboard a vehicle or starship (except characters “below decks” at vehicle or starship sites) participate in battles at the location of that vehicle or starship, but may not apply their ability toward drawing battle destiny.

peeking at cards – When you peek at (examine, glance at, look at etc.) a card, you are entitled to see the entire card, and the intention is that you limit yourself to a reasonable amount of time to gather information.

permanent nav computer – Most capital starships and some starfighters have a permanent nav computer icon to indicate built-in nav computer capability. A permanent nav computer is not a character (‘character’ is a game term referring to a card type) and does not incorporate any features of characters (such as droid, game text etc.).

permanent pilot – A “built-in” pilot aboard a starship, indicated by a pilot icon on the starship card. Permanent pilots are not characters (‘character’ is a game term referring to a card

type) and do not incorporate any features of characters (such as Rebel, spy, ability, game text etc.) other than those specified. For example, the unique permanent pilot •Dutch on the Gold Leader In Gold 1 starship card does not automatically incorporate features of the Dutch character card. (See pilots.)

pilot icon – An icon on a character card indicating that the character has pilot skill, or on a starship or vehicle card indicating that the starship or vehicle has a permanent pilot aboard.

personas – Different versions of a single character are all considered to be part of the same 'persona.' No more than one version of the same unique persona may be on table at the same time.

Cards that reference 'Luke' (for example) apply to any version of the Luke persona (Luke Skywalker, Commander Luke Skywalker, Son of Skywalker etc.). Similarly, references to 'Chewbacca' and 'Chewie' are considered interchangeable.

persona replacement rule – During your deploy phase, you may replace one of your characters on table with another version of the same persona from your hand (for free). The new version (1) must have power and ability at least equal to those of the replaced card and (2) must obey its own deployment restrictions (if any). For example, Luke Skywalker (power 3, ability 4) may be replaced by Commander Luke Skywalker (power 4, ability 4), but only when Luke is on Hoth (because Commander Luke Skywalker's game text says "Deploys only on Hoth").

Any weapons, devices, Effects, Utinni Effects etc. deployed on or targeting the character transfer to the new version of that character (if applicable). Any cards which are not applicable are placed in the Lost Pile, along with the replaced version of the character. For example, if Leia Organa (power 3, ability 3, spy) was Undercover and was replaced by Princess Leia (power 3, ability 4, non-spy), the Undercover card would not be applicable to Princess Leia and would therefore be lost.

Different versions of a single persona conceptually represent the same person or thing, but they are different cards. For example, the Interrupt card Grimtaash affects "all cards opponent has two or more of" in hand. If you play Grimtaash on an opponent who is holding one Luke Skywalker and one Commander Luke Skywalker, those characters are unaffected by the Interrupt because it targets duplicate cards (not personas).

pilot – Characteristic that allows a character (or permanent pilot) to control and move a starship, combat vehicle or shuttle vehicle (indicated by a pilot icon on the character, starship or vehicle card).

A starship, combat vehicle or shuttle vehicle must have a pilot to move and to use power, maneuver, hyperspeed/landspeed, weapons and devices.

When a pilot character is deployed or moved aboard a vehicle or starship, that character is considered to be acting as a pilot if sufficient pilot capacity is available. You may designate which characters are acting as pilots (that is, you may transfer them between pilot and passenger capacity) at any time during your deploy or move phase. Any pilots aboard a starship or vehicle in excess of its pilot capacity are passengers and thus may not enhance the starship or vehicle.

Any modifiers to a pilot's personal power do not increase the bonus that pilot grants to a starship or vehicle.

planet — The term 'planet' includes a planet system location and all of its sites and cloud sectors. Phrases such as "at that planet" and "on that planet" have their normal English meanings (see prepositions). Asteroid sectors grouped next to a planet are 'related' to the planet, but are not part of it (e.g., a starship in the asteroids is not 'at' the planet).

Planet Defender Ion Cannon — Deploy on an exterior Rebel Base site. During a battle at related system, may target a capital starship there using 2 Force. Draw destiny. If destiny +3 > armor, all starship weapons aboard target are lost, power = 0 and hyperspeed = 0.

See ion weapons; see long-range weapons.

played — The only cards that 'play' are Interrupts and Epic Events that do not deploy on table (i.e., Commence Primary Ignition and Target The Main Generator). Such a card is 'played' when it is taken from hand, shown to the opponent and initiated as an action. All other types of cards 'deploy' rather than 'play.'

Ponda Baba — Power +3 when battling at same site as Dr. Evazan, unless opponent has a lightsaber present. Adds 2 to power of anything he pilots.

Pops — Adds 2 to power of anything he pilots. When piloting Gold 5, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.

Portable Fusion Generator — Adding 1 to the power of one droid lasts until the droid is no longer present or you choose to turn off the enhancement.

power — An attribute of characters, vehicles and starships that represents their overall 'strength' (symbolically represents experience, training, tactical skill, built-in weaponry etc.).

Power Harpoon — Use 2 Force to deploy on your combat or shuttle vehicle. May target an

AT-AT or AT-ST for 1 Force. Draw destiny. Target crashes if destiny + your vehicle's maneuver > 8. Your vehicle crashes if destiny = 0.

power segment – See battle – power segment.

Precise Attack – See the Light Side counterpart, Combined Attack.

prepositions – Prepositions (at, on, aboard, to, with, from, in etc.) are used to express simple relationships between cards, and have their normal English language connotations. Thus, for example, Luke is “on Hoth” if he is

- at any Hoth site (inside the Rebel Base or the wampa cave, outside in the snow or aboard a vehicle or landed starship).

Luke is “at Hoth” if he is

- anywhere on Hoth or

- aboard a starship (or Death Star) which is at (or orbiting) the Hoth system.

See presence and present.

presence – Think of presence in the spiritual or mystical sense, as the Force emanating from an individual. Remember Vader saying, “I sense something. A presence I've not felt since....” In game terms, each of your characters with ability creates a ‘presence’ at one location that your opponent's characters can sense (even when they are at the bridge, cockpit or cargo bay of an enclosed vehicle or starship).

Having presence at a location is defined as (1) having total ability of 1 or higher present at that location or (2) having a vehicle or starship present at that location that has total ability of 1 or higher at its bridge, cockpit or cargo bay.

No card may create presence at more than one location. For example, if the Executor is at Dantooine with Ozzel on the bridge and Vader at the Executor: Main Corridor site, then Ozzel (and the permanent pilots) create presence only at the Dantooine system, whereas Vader creates presence only at the corridor site.

See prepositions.

Presence Of The Force – This Effect is not cumulative; if you play two at the same location, the second one has no result (see cumulative).

present – Think of the term present as applying to something that is physically at a certain

place (e.g., a starship can be in physical contact with the 'space' at a system location, but a character cannot). No card is considered to be present at more than one place at the same time. There are four places where a card can be present in the game:

- at a site location;
- at a sector location;
- at a system location; or
- on an enclosed vehicle or starship card (at the bridge, cockpit or cargo bay).

For example, if Red 5 is at the Hoth system with Luke aboard, then Red 5 is present at the Hoth system and Luke is present aboard Red 5 (although Luke is at the Hoth system, he is not present at the system).

Two or more cards are present with one another if they are present at the same place.

See prepositions.

present, presence and prepositions – a simple example – These three concepts, though closely related, have very important differences in the game. As explained under the corresponding entries, think of prepositions as relational, presence as spiritual and present as physical. These terms overlap somewhat, and are often used together to make a card operate in a specific manner. The three concepts are easy to understand if you take them one at a time.

For example, if Bossk is aboard the Bespin Motors Void Spider at Tatooine: Lars' Moisture Farm, the following are true:

Prepositions

- Bossk is at the farm, at Tatooine, on Tatooine and on (or aboard) the Void Spider.
- The Void Spider is at the farm, at Tatooine and on Tatooine.

Presence

- Bossk creates presence at the farm.
- The Void Spider does not create presence at the farm, but its permanent pilot does.

Present

- Bossk is present aboard the Void Spider.
- The Void Spider is present at the farm.

An important distinction in this example is that Bossk is at the farm but, because the Void Spider is enclosed, he is not present at the farm.

present, presence and prepositions – more detailed example – This example describes a complex game situation, and is provided primarily for reference. It is not necessary for most players to concern themselves with this level of detail.

Assume that the Death Star is orbiting Yavin 4 and the following starships are at the Death Star system:

- Millennium Falcon – Han and C-3PO are in the cockpit.
- Red 6 – Jek Porkins is in the cockpit.
- Executor – Piett is on the bridge; also, Vader and Luke are at the Comm Station site, Tarkin is aboard a Lift Tube at the Comm Station and Leia is at the Main Corridor site.

This example results in the following:

Prepositions

- The characters, vehicles and starships are all at the Death Star and at Yavin 4.
- The characters are all on (also aboard) their respective starships.
- Han is at same location as C-3PO, Jek and Piett.
- Vader, Tarkin and Luke are at the Comm Station site, at same location and at same site.
- The Lift Tube is at the Comm Station site.
- Tarkin is on (also aboard) the Lift Tube.
- Leia is at the Main Corridor site.
- If a battle is occurring at the Death Star system, Han and Jek are in a battle together.
- If a battle is occurring at the Comm Station site, Vader and Tarkin are in a battle together (this may also be expressed as "Tarkin is with Vader in a battle").

Presence

- Han, Jek, Piett and the Executor's permanent pilots each create presence at the Death Star system. (The other characters do not.)
- Vader, Tarkin and Luke each create presence at the Comm Station site.
- Leia creates presence at the Main Corridor site.
- C-3PO, the starships and the Lift Tube do not create presence anywhere.
- None of these cards create presence at Yavin 4.

Present

- Han is present with C-3PO and both are present aboard the Falcon.
- Piett is present aboard the Executor.
- Vader is present with Luke and both are present at the Comm Station site.
- The Lift Tube is present at the Comm Station site.
- Tarkin is present aboard the Lift Tube.
- Leia is present at the Main Corridor site.

Princess Leia — Deploys only on Hoth or Cloud City. Adds 1 to power of anything she pilots. May deploy (on Hoth or Cloud City) or move as a 'react' to same site as Han or Luke. Immune to attrition < 3.

Princess Leia Organa — This version of the Leia persona enters play either by deploying as a captive or, on rare occasion, by replacing a different Leia using the persona replacement rule (only if that other Leia is a captive of Jabba or a bounty hunter).

prisoner transfers — During your move phase, you may perform prisoner transfers (unlimited moves) with your captives as follows:

- An escort present at a prison may transfer (deliver) its captive to that prison.
- A bounty hunter or warrior present at a prison may take a captive imprisoned there into custody.

prisons — Three sites are defined as prisons:

- Death Star: Detention Block Corridor,
- Cloud City: Security Tower and
- Jabba's Palace: Dungeon.

Probe Antennae — Deploy on your Probe Droid. Adds 2 to X for that droid. OR Use 1 Force to deploy on one of your other droids. When at a site you control, once during each of your control phases, you may peek at one card randomly selected from opponent's hand.

Probe Droid — Deploys only if a Star Destroyer on table. Once during each of your control phases, may peek at X cards randomly selected from opponent's hand, where X = number of [Light Side Force] icons at same site. May Force drain, initiate battle and be battled.

See may Force drain; see may initiate battle and be battled.

Probe Droid Laser — Deploy on your probe droid. May target an artillery weapon (use 5 as defense value), character or creature for free. Draw destiny. Artillery weapon lost if destiny > defense value. Character or creature hit if destiny > defense value.

Program Trap — Although this Effect is triggered according to the number of characters at same site, only those characters present are lost when it explodes. For example, Program Trap is deployed on a droid with Lando aboard an enclosed vehicle at a site. Veers and Chewie are standing outside the vehicle; thus, there are four characters at that site. If either player draws a destiny of 4 (anywhere), the droid explodes, causing itself and Lando (the only other character present) to be lost.

Although Program Trap may be deployed on a droid anywhere, it may explode only when that droid is at a site.

Proton Bombs — Proton Bombs deploy on your bomber. They can be used repeatedly in one of two different "bombing modes" depending on the kind of site being targeted:

•Interior sites — You may perform "orbital bombardment" in an attempt to 'collapse' a related interior site. Because the bombs are dropped from orbit, the bomber does not move from the system.

•Non-interior sites — You may perform "carpet bombing" in an attempt to destroy characters, vehicles and starships at a related non-interior site. To accomplish this, the bomber briefly swoops down to the site by using the Bombing Run Mobile Effect.

Proton Torpedoes — Use 1 Force to deploy on your X-wing, Y-wing or B-wing. May target a starship using 1 Force. Draw destiny. Target hit if destiny > defense value.

Pucumir Thryss – While on Cloud City, adds 1 to your Force drains at Cloud City sites and adds 4 to destiny of each of your miners drawn for battle destiny. During your deploy phase, may deploy one non-unique Rebel to same Cloud City site from Reserve Deck; reshuffle.

Punishing One – May add 1 pilot (must be a smuggler or bounty hunter) and 1 passenger. Immune to attrition < 3 if Dengar piloting. Deploy –3 when deploying with Dengar. Boosted TIE Cannon may deploy aboard.

Quad Laser Cannon – Use 2 Force to deploy on your Corellian corvette or Falcon. May target a starship using 1 Force. Draw destiny. Add 1 if targeting a starfighter. Target hit if total destiny > defense value.

R2-D2 (Artoo-Detoo) – This droid has a variable destiny number (either 2 or 5) which is chosen by the player controlling that card whenever needed (including as a destiny draw).

R2-Q2 (Artoo-Kyootoo) – While aboard any starfighter, adds 1 to power, maneuver and hyperspeed. When at a Scomp link during your draw phase, may use 1 Force to peek at top three cards of your Reserve Deck.

R-3P0 (Ar-Threepio) – This droid does not fall under the short-hand term “R-unit droid” because it is not an astromech or vehicle droid. (See R-unit droids.)

R4-E1 (Arfour-Eeone) – While aboard a non-creature vehicle, adds 1 to power, maneuver and landspeed. May drive transport vehicles.

R4-M9 (Arfour-Emmnine) – While aboard a non-creature vehicle, adds 1 to power, maneuver and landspeed. May drive transport vehicles.

R5-A2 (Arfive-Ayto) – While aboard any starship, adds 1 to power and maneuver. During your control phase, if aboard your starship damaged by an ion cannon, restores armor/maneuver and hyperspeed.

R5-D4 (Arfive-Defour) – While aboard any starship, adds 1 to power and maneuver. During your control phase, if aboard your starship damaged by an ion cannon, restores armor/maneuver and hyperspeed.

RA-7 (Aray-Seven) – May transfer character weapons (for free) to or from your other characters present. May carry up to four such weapons at one time.

This droid does not fall under the short-hand term “R-unit droid” because it is not an astromech or vehicle droid. (See R-unit droids.)

Rayc Ryjerd – Adds 2 to power of anything he pilots (or 4 if trained by Rycar Ryjerd). Any

starfighter Rayc pilots is immune to Tallon Roll and is not lost if an asteroid sector is drawn for asteroid destiny.

reaches — A card 'reaches' an Utinni Effect when the two are at the same location.

react — This is a special form of deployment or movement (granted by cards that say 'react') that may occur during your opponent's turn. A 'react' occurs just after your opponent initiates a battle or Force drain, and allows you to deploy or move one or more cards to the location of the battle or Force drain (at normal use of the Force).

To deploy as a 'react,' a card must comply with all deployment rules.

To move as a 'react,' a card must comply with all movement rules and must be within range of the battle or Force drain location. If it is a starship or non-creature vehicle, it must have a pilot or driver aboard (and a nav computer if moving through hyperspace). The 'reacting' card may use its landspeed or hyperspeed; may land or take off; and may embark on or disembark from a vehicle or starship. Other cards may embark on and disembark from the reacting card just before it departs and just after it arrives. (Embarking and disembarking is possible even if the 'reacting' card is already at the battle or Force drain location.)

Each card that deploys or moves is a separate 'react,' regardless of which card allowed them to 'react.' Cards such as CZ-3 are not intended to imply that all of the movements or deployments are one big 'react.' Thus, each opponent's Sense card may cancel only one card's deployment or movement.

'Reacting' to a Force drain cancels the Force drain if you bring presence to the location.

'Reacting' away from a battle (e.g., using a tauntaun) cancels the battle if you remove your presence from the battle location.

Cards involved in a 'react' are prevented from 'reacting' again during the same turn, even if the 'react' is canceled.

Rebel — Type of Light Side character other than alien or droid.

Rebel Barrier — See cannot move.

Rebel base — Any Yavin 4 or Hoth location is a Rebel Base location. This includes related cloud sectors but not asteroid sectors in the same system. For the purpose of Commence Primary Ignition, cloud sectors increase the potential damage but do not decrease the chance for success.

The planet indicated by the Hidden Base card is conceptually unknown to the Empire and thus is

not considered a Rebel Base for gameplay purposes.

Rebel Flight Suit – Deploy on your pilot character. While piloting any starfighter, combat vehicle or shuttle vehicle, that character is considered to be the “matching pilot” (pilot adds at least 2 to maneuver and draws one battle destiny if not able to otherwise).

Rebel Flight Suit does not automatically let a pilot make a starship immune to attrition. For example, if Chewie is wearing the flight suit and piloting Red 5, he does not make Red 5 immune to attrition (because Chewie is not Luke). However, he is the “matching pilot” for cards that use this term, and thus allows Astromech Translator to make the starfighter immune to attrition < 6.

Rebel Guard – POWER 0

Power +4 when defending a battle. Cannot move.

This Rebel is not a trooper. See cannot move.

Rebel Pilot – POWER 0

Adds 2 to power of anything he pilots.

Two or more copies of this Rebel do not cumulatively add more than 2 to power of the same starship they pilot. (See cumulative.)

Rebel Planners – Use 1 Force to deploy at Massassi War Room or any docking bay. Adds X to total power of your starships at the related system and related sectors, where X = the number of your starships present.

Rebel Scout – May move as a ‘react’ (for free) to a battle where you have a Rebel of ability > 2 or a leader.

Rebel Squad Leader – Adds 1 to forfeit of your other troopers and Rebel Guards at same site. When moving with a ‘squad’ of exactly three other troopers and/or Rebel Guards, all four move for 1 Force. Rebel Guards at same site may move.

This character suspends the “cannot move” restriction of Rebel Guards, allowing them to move normally while present. Rebel Squad Leader is a trooper and a leader. (See characteristics.)

Rebel starship – A Light Side starship without an independent starship icon.

Rebel Tech – When at your war room: Cumulatively adds 1 to total of Attack Run. OR Once during each of your control phases, may send this tech to your Used Pile and take Death Star: Trench into hand from Reserve Deck; reshuffle.

Rebel troopers – Any reference to “Rebel Trooper(s)” or “Rebel trooper(s)” includes the card titled Rebel Trooper as well as any character who is both a Rebel and a trooper, such as Echo Base Trooper and Shawn Valdez. (See capitalization and characteristics.)

re-circulating – Moving the cards in the Used Pile, as a group, to the bottom of the Reserve Deck. Re-circulating both Used Piles at the end of every player’s turn is mandatory. A player who forgets (and is not reminded by the opponent before the next action has its result) may not re-circulate until the end of the next turn.

Rectenna – Use 1 Force to deploy on your starship. You may deploy cards as a ‘react’ to a battle at same system or sector.

See ‘react.’

Red Leader – Adds 2 to power of anything he pilots. When piloting Red 1, also adds 1 to maneuver and draws one battle destiny if not able to otherwise. Adds 1 to forfeit of each other Red Squadron pilot at same location.

This character is a leader. (See characteristics.)

Red Leader In Red 1 – This starship includes the persona of Red Leader, but it may not replace or be replaced by the Red Leader character card. This starship is not considered a leader for gameplay purposes, because leader is a characteristic that applies only to characters, not to starships or permanent pilots. (See characteristics and permanent pilot.)

Red Squadron – A character is a member of Red Squadron if indicated in title, lore or game text or if piloting a Red Squadron starfighter (one whose title begins with the designation “Red”). (See characteristics.)

Red Squadron X-wing – Deploy –2 at Yavin 4 or to same location as Red Leader. Permanent pilot provides ability of 2 and adds 2 to power. Proton Torpedoes deploy and fire free aboard.

Redemption – May add 4 pilots and 4 passengers. Has ship-docking capability. Permanent pilot provides ability of 1. Your medical droids and Bacta Tank ‘patients’ may deploy aboard for free.

Characters must obey deployment restrictions when deploying from the Bacta Tank to the Redemption.

regular move – See movement.

related locations – Sites and cloud sectors that are deployed to the same system are

- related to that system;
- related to each other; and
- part of that system.

Asteroid sectors that are deployed to the same system are

- related to that system;
- related to each other; but
- not part of that system (e.g., an asteroid sector at the Dagobah system is not a Dagobah location) and not related to normal sites or cloud sectors in that system.

The Big One Cave is related only to the Big One.

releasing captives — When your characters are captives, you may release them using cards such as 8D8, Arc Welder, Captive Pursuit, Cell 2187, Detention Block Control Room, I'm Here To Rescue You, Jedi Mind Trick and Someone Who Loves You, as well as the Light Side game text of your opponent's Cloud City: Security Tower or Jabba's Palace: Dungeon.

Your released captive(s) are normally moved to your side of the table at the release site. In rare cases (e.g., with Spice Mines Of Kessel), it may not be possible to move a released character to the Light Side of the table. In such cases, the character goes to your Used Pile instead.

relocation — Relocation is movement, but it does not require the relocated card to be "within range," nor does it require any expenditure of Force unless specifically stated.

Remote — Use 1 Force to deploy at any site. Moves like a character at normal use of the Force. Once during each of your control phases, may: Select one character present to be power or forfeit +1 for remainder of turn. OR Use 2 Force to cancel any seeker present.

replacing cards — Replacing cards with squadrons or different persona versions (see personas) happens only during the deploy phase.

Replacing a card is not the same as deployment. Although deployment restrictions must be obeyed, you do not pay a normal deploy cost and the cards may not be targeted by actions that target "just deployed" cards.

Captured and missing cards may not be replaced.

Res Luk Ra'auf — This Interrupt must be played on your own lone bounty hunter to add to

your battle destiny.

Reserve Deck – Your primary card resource throughout the game; see Force.

Reserve Pilot – Adds 1 to power of anything he pilots. When piloting Black 2, Black 3 or Black 4, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.

reshuffle – When directed to reshuffle a deck or pile, you must shuffle it and then allow the opponent an opportunity to ‘cut’ (take a portion of the deck or pile from the top and place it underneath the remainder). Return the deck or pile to its appropriate place on table. This term is equivalent to the phrase “shuffle, cut and replace” on older cards.

Responsibility Of Command – Errata:

Use 2 Force to deploy on any war room at a Rebel Base. Target a Rebel with forfeit > 4 or an opponent’s leader. Opponent may not initiate a battle or a Force drain at same location as target. Utinni Effect canceled when reached by target.

Restraining Bolt – See game text – canceled, cannot use, cannot utilize etc.

Restricted Access – See the Light Side counterpart, Access Denied.

restricted cards – See unique and restricted cards.

Retract The Bridge – This Interrupt allows you to rearrange Death Star sites in any order. However, the sites must still conform to the pattern specified in the location deployment rules (i.e., Docking Bay 327 must remain at the end). Each Laser Gate on the Death Star may be relocated between any two interior Death Star sites.

retrieve – Retrieving a card (or retrieving 1 Force) is defined as taking the top card of your Lost Pile and placing it face down on your Used Pile. To retrieve multiple cards, simply retrieve multiple times (this is all one action). To randomly retrieve a card, shuffle, cut and replace the Lost Pile and then retrieve normally. To retrieve a specific card, search the Lost Pile; if a copy of the card is there you must place it face down on your Used Pile (do not reshuffle unless instructed to do so).

A retrieved card is always revealed to both players, even when the Lost Pile is face down (see Eyes In The Dark).

Revolution – This Effect causes Force icons on the revolved location to switch color as well as side. Although the game text switches sides, the individual words are not transposed (e.g., you should not substitute ‘Imperial’ for ‘Rebel’ or vice versa).

Rodian — Adds 1 to power of each of your bounty hunters and smugglers (but subtracts 1 from Greedo's power) at same site. Adds 1 to power of anything he pilots.

Rogue 2 — May add 2 pilots or passengers. Immune to attrition < 3 if Zev piloting. May add 2 to search party destiny draw if all pilots aboard are part of that search party.

Rogue Bantha — May add 2 'riders' (passengers). Bantha ability = 1/2. May move as a 'react'. Whenever a battle was just initiated at same site, one Tusken Raider present (your choice) is 'trampled' (immediately lost).

Rogue Gunner — Adds 1 to weapon destiny draws of anything he is aboard as a passenger.

Rogue Squadron — A character is a member of Rogue Squadron if indicated in title, lore or game text or if piloting a Rogue Squadron snowspeeder (one whose title begins with the designation "Rogue"). Any gunner aboard a Rogue Squadron snowspeeder is a Rogue Squadron gunner (see Commander Luke Skywalker).

Romas "Lock" Navander — Adds 1 to power and maneuver of anything he pilots. Opponent may not 'react' to or from same location.

R-unit droids — Astromech and vehicle droids whose model numbers begin with the letter 'R' are collectively referred to using the short-hand term "R-unit droids." For example, R2-D2 and R4-M9 are both R-unit droids, whereas R-3PO (a protocol droid) and RA-7 (a servant droid) are not.

Rycar's Run — This Utinni Effect defines a value for X at the time the Utinni Effect is initiated, not when it is resolved.

sabacc — In the Star Wars universe, sabacc is a high-stakes card game commonly played by gamblers, cutthroats and other rough characters. Many different variants exist throughout the galaxy. The Star Wars Customizable Card Game allows you and your opponent to play sabacc as a "side game" by using special sabacc Interrupt cards. The following rules apply to all sabacc variants.

The object of the game is to draw two to six sabacc cards which have a total value as close to 11 as possible (without going over). To initiate sabacc, you must target one of your characters that meets the requirements on the sabacc Interrupt (it is not necessary for an opposing character to be present; conceptually, your character can play against an unseen adversary). Your opponent may also target one of his characters if he has one who meets the requirements. For example, in Cloud City Sabacc, targeting a gambler can be helpful to either player.

Both players temporarily set aside their regular hands while playing sabacc.

Playing sabacc – Each player draws the top two cards from his Reserve Deck (sabacc cannot be initiated unless this is possible). Players may then choose to draw additional cards. Beginning with your opponent, each player in turn may either draw a card or “pass.” (A player must pass if he has no cards remaining in his Reserve Deck or if he already has six cards in his sabacc hand.) After a player passes, that player may not draw any more sabacc cards.

Each card’s value is equal to its destiny number, except for wild cards and clone cards (which are defined on the sabacc Interrupt):

- Each wild card must be assigned a value within the range shown on the sabacc Interrupt. (You may choose a different value for each of your wild cards.)
- Each clone card must “clone” (duplicate) the value of any other card in that hand (even a value assigned to a wild card). A hand containing nothing but clone cards has a total value of zero.

Players choose the values of their wild cards and clone cards (if any), then reveal their entire sabacc hands to determine the winner.

- The player who is closest to 11 (without going over) wins.
- If both players go over, the player who is closest to 11 wins.
- In the case of a tie, the player with the fewest sabacc cards wins. (If players also tie for number of sabacc cards, the game is a draw – there is no winner or loser.)

The loser must give up one sabacc card as follows:

- If any cards in the loser’s sabacc hand are listed among the stakes, the winner chooses one such card and places it in his Used Pile as if stolen (see stealing).
- Otherwise, the winner chooses any card there to be lost.

All remaining sabacc cards are then placed in their owners’ Used Piles and regular gameplay resumes.

Perfect sabacc – If a player’s first two sabacc cards total exactly 11 (with no wild cards or clone cards), that player announces “sabacc!” and immediately wins double: the loser must give up each of his two sabacc cards (stakes to the winner’s Used Pile; others to the loser’s Lost Pile). If both players have a perfect sabacc, the game is a draw.

Each hand of sabacc is a single action initiated by the play of the appropriate Interrupt card. Sabacc may not be initiated during battle.

Sabacc draws are not destiny draws, and thus do not trigger the game text of cards such as R2-D2 or Tauntaun Bones.

Apply all standard modifications to the destiny numbers of cards drawn during sabacc. For example, conditions at Kiffex could cause the Tonnika Sisters card to have a sabacc value of four.

Your sabacc hand is considered part of your Life Force. As such, cards from your sabacc hand may be lost to satisfy required Force losses that might occur during sabacc (such as from an 'insert' card).

When the Light Side player wins an Imperial starship as a stake in sabacc, that starship becomes a Rebel starship (and vice versa).

If you use Lando's game text to modify your total, you cannot have a perfect sabacc.

Sabotage – This Interrupt allows the destruction of any kind of weapon, device or vehicle. However, it does not give you permission to steal cards that cannot normally be stolen.

Sandcrawler – Deploys only to a Tatooine site. May add 1 driver and 7 passengers. May relocate only to planet sites. Adds 1 to forfeit of each Jawa at same exterior site.

The phrase "may relocate only to planet sites" on this vehicle means that it cannot relocate to non-planet sites (but it can board a capital starship which has sufficient vehicle capacity).

Sandcrawler: Droid Junkheap – LIGHT (0): Your characters may enter/exit here for 1 Force each. "Nighttime conditions" here. DARK (0): Deploy on your sandcrawler. Each Jawa is forfeit +2 here. "Nighttime conditions" here.

Sandcrawler: Loading Bay – LIGHT (0): Deploy on your sandcrawler. Each Jawa is forfeit +2 here. "Nighttime conditions" here. DARK (0): Your characters may enter/exit here for 1 Force each. "Nighttime conditions" here.

sandcrawler sites – The Sandcrawler: Droid Junkheap and Sandcrawler: Loading Bay sites are both vehicle sites.

sandtrooper – Sandtrooper is a subcategory of stormtrooper. All sandtroopers are stormtroopers (and also troopers); thus, a sandtrooper may be affected by anything that affects a stormtrooper or a trooper. (See characteristics.)

Scomp link icon – Represents a computer connection on a site or starship; referenced by various Interrupts and other cards.

search party – During your control phase, you may attempt to find missing characters by

forming and using a search party as follows:

- 1.Designate one or more of your characters at the same site as the missing character(s) to be members of the search party.
- 2.Draw destiny.
- 3.Add 1 to the destiny draw for each member of the search party (2 if that search party character is a scout).
- 4.If total destiny > 5, one of your missing characters there (random selection) is found and joins the search party.

You may only search where you have one or more characters missing (you may not search for your opponent's characters). Members of a search party (including any characters they find) may not move, search again or participate in a battle you initiate for the remainder of that turn.

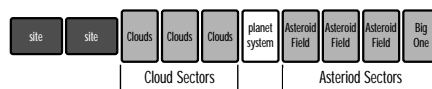
searching — See taking cards from a deck or pile.

sectors — Vertically oriented location where starfighters and other cards can deploy, battle and move. There are planet and space sectors.

All sectors share the following features:

- Sectors are oriented vertically, like systems; however, they have no parsec number and thus cannot be used for hyperspeed movement.
- Vehicles and characters may not deploy or move to a sector unless aboard a vehicle or starship which is allowed at that sector.
- Cards which affect starships at a system can also affect starships at a sector.

Asteroid sectors and cloud sectors (except Beshpin: Cloud City) deploy next to any planet system or another sector of the same type, as shown below. Sectors may be inserted in any order, as long as you maintain the following pattern:



Sectors which deploy only to one particular system (e.g., Beshpin: Cloud City) may deploy even if that system location is not on table. However, sectors which deploy to any planet system (e.g., Clouds, Asteroid Field, Big One) may deploy only where a system location is already on table.

At sector locations, you may make any applicable 'reacts' and any applicable unlimited moves. In addition, certain regular moves are allowed at sectors, depending on the kind of sector (see asteroid sectors and cloud sectors).

Currently, the only sector with a related site is the Big One.

seekers – Targeting a character with one of these automated weapons is an automatic action which will affect any one applicable character regardless of which side it is on, including Undercover spies. If multiple potential targets are present, the player controlling the seeker may choose which character to target.

Although your seekers are not characters, they may move like characters, utilizing landspeed, docking bay transit, embarking, disembarking, transferring and shuttling where appropriate. When movement costs are different for each player (e.g. docking bay transit), seekers use the movement costs that affect the side of the table they are on. Your seekers may board your opponent's vehicles and starships (but not your own); they do not take up passenger capacity. Otherwise, seekers may not be moved or affected by other cards which work on characters. Seekers cannot move outside the control phase; for example, they cannot use corridor game text.

selective creatures – Many of the smaller, less ferocious creatures in the Star Wars universe are selective in their eating habits and thus do not attack their own kind. Selective creatures attack characters, creature vehicles or other species of creatures (those with a card title different from their own). However, selective creatures with the same card title simply ignore each other for purposes of movement and attack.

Self-Destruct Mechanism – Lose a droid to cancel all attrition against you at same site this turn. OR Re-target an opponent's weapon to one of your droids at same site. If droid is 'hit', use original target's forfeit number.

When this Interrupt re-targets a weapon to a droid, that droid must be a valid target for the weapon (e.g., a Power Harpoon may not target droids).

Sense – When you use this Interrupt to attempt to cancel another Interrupt (except Alter) or a 'react,' you must target your highest-ability character on table. Thus, if you do not have a character with ability on table, you may not initiate Sense (unless canceling Alter).

When multiple cards are moving or deploying as a 'react,' each Sense played may cancel only one of those deployments or movements.

For more general rules on using Sense, see Alter.

Shawn Valdez – Whenever you just initiated a battle at same site as Shawn, your troopers

at adjacent sites who have not already battled this turn may immediately move to same site.

ship-docking capability – Feature of some starships that allows shuttling and transferring of appropriate characters and vehicles by symbolic ‘docking’ (unrelated to docking bays).

Shocking Information – The second function of this Interrupt affects cards that peek at one, some or all of the cards in your hand.

Shocking Revelation – See the Light Side counterpart, Shocking Information.

shuffle, cut and replace – This phrase is equivalent to the term reshuffle.

shuttle vehicles – A shuttle vehicle must have a pilot to move and to use power, maneuver and landspeed. (However, it may be shuttled or transferred without a pilot aboard.) Shuttle vehicles may deploy and operate at cloud sectors.

A piloted shuttle vehicle may use its regular move either

- to make any normal vehicle move (including being shuttled), at normal use of the Force, or
- to shuttle characters to or from any starship (even a starfighter) with ship-docking capability (this is also the characters’ regular move), for free. The shuttle vehicle conceptually makes a round trip, and thus remains at the site.

shuttling – A character or vehicle may shuttle from an exterior site to a capital starship with ship-docking capability at the related system (or vice versa) for 1 Force. This is a regular move. (Capital starships are assumed to have dedicated shuttles for this purpose. Because starfighters are not large enough to carry shuttles, shuttling is not allowed to or from a starfighter, even if it has ship-docking capability.)

site – Horizontally oriented location where characters and other cards can deploy, battle and move. There are planet, space, mobile, vehicle and starship sites.

Skiff – Deploy –1 to a Tatooine site. May add 1 driver and 5 passengers. May move as a ‘react’. If lost, any characters aboard may “jump off” (disembark).

Skywalker – This term refers to Luke, Leia and Anakin (i.e., Darth Vader crossed to the Light Side, which will be possible in a future expansion set).

sleeping – A ‘sleeping’ character cannot move, drive or pilot.

Sniper – During your control phase, fire one of your weapons. If URoRRuR’R’R firing, may add

2 to each weapon destiny draw. (A seeker may be targeted by a character weapon using defense value of 4.) Any 'hit' targets are immediately lost.

When you use this Interrupt to fire a weapon, the following apply:

- The normal requirement for the weapon's target to be participating in a battle or attack does not apply.
- A weapon that targets characters may target an Undercover spy.
- A long-range weapon may use its full range.
- A weapon that can fire repeatedly may do so with a single Sniper card.
- If the weapon is involved in a battle later that same turn, it is not prevented from firing in that battle.

The phrase "Any 'hit' targets are immediately lost" applies only to weapons which actually 'hit' targets. Other weapons may be used with Sniper, and have their normal result.

Snowtrooper – Deploys only on Hoth. Power -1 when not at a Hoth site.

Snowtrooper is a subcategory of stormtrooper. All snowtroopers are stormtroopers (and also troopers); thus, a snowtrooper may be affected by anything that affects a stormtrooper or a trooper. (See characteristics.)

Solo Han – This Interrupt must be played on your own lone alien to add to your battle destiny.

Solomahal – Deploy on your warrior to give that warrior scout skill. That warrior may move as a 'react'. OR Deploy on your scout. When that scout 'reacts,' it is power +2 for remainder of turn. (Immune to Alter.)

Son Of Skywalker – Deploys only on Dagobah or Cloud City. Adds 2 to power of anything he pilots. Once per game, during your deploy phase, a lightsaber may deploy on Luke (for free) from Reserve Deck; reshuffle. Immune to attrition < 4.

SoroSuub V-35 Landspeeder – May add 1 driver and 3 passengers. Moves free if Owen Lars, Beru Lars or Luke aboard. May move as a 'react'.

Sorry About The Mess – During your control phase, fire one of your weapons. If Han firing, may add 1 to each weapon destiny draw. (A seeker may be targeted by a character weapon using defense value of 4.) Any 'hit' targets are immediately lost.

See the Dark Side counterpart, Sniper.

Spaceport sites – Some generic sites include the word ‘spaceport’ in their title (e.g., ◇SPACEPORT DOCKING BAY). Whenever you deploy a generic spaceport site to a planet, you must place it adjacent to another of that planet’s spaceport sites (if any).

Spice Mines of Kessel – With this Utinni Effect, a captive moves along with the trooper escort at no extra cost. The captive occupies passenger capacity on starships and vehicles, but cannot be transported via Elis Helrot because it is not one of ‘your’ characters.

spy – Characteristic (referenced in card lore) that allows your character to deploy even where you do not have presence or Force icons.

squadrons – Squadron is a kind of starship card, separate from starfighter and capital starship. Most squadrons do not actually deploy but instead replace three starfighters at the same location. The three starfighters and all cards deployed on them go to their owner’s Used Pile except for characters, weapons and devices, which may transfer to the squadron (for free, capacity permitting). Each squadron requires three pilots to use power and maneuver (plus three nav computers to use hyperspeed).

A squadron is treated as one card and one starship, but counts as three X-wings, Y-wings, TIEs etc. A squadron is considered a starfighter only for purposes of deployment and movement (cards that specify ‘starfighter’ for any other purpose do not affect squadrons).

Following are some examples of how these few rules determine which cards work with squadrons:

- Dagobah: Bog Clearing allows a Light Side squadron to deploy there, but because the squadron is not a starfighter it is not immune to Awwwww, Cannot Get Your Ship Out.
- Any Star Destroyer that can carry three or more ‘TIEs’ can carry a TIE squadron.
- Mon Calamari Star Cruiser carries ‘starfighters,’ not squadrons.
- Proton Torpedoes and SW-4 Ion Cannon may deploy on an ‘Y-wing;’ thus a Y-wing squadron may fire up to three of these weapon cards per turn.
- The Death Star Assault Squadron, each turn, may fire one weapon that is applicable to a TIE advanced x1 as well as up to two weapons that are applicable to TIE/Ins.
- Surface Defense Cannon, Landing Claw and Astromech Translator work only on a ‘starfighter’ and thus are not usable by squadrons.

- Fusion Generator Supply Tanks and Targeting Computer deploy on a 'starship' and thus enhance the squadron by 1, not by 3.
- Imperial Reinforcements can retrieve a TIE squadron if the destiny draw is 3 or more (or two TIE squadrons if it's 6 or more).
- Commander Brandei can take only one TIE, not a squadron, from Reserve Deck.
- Attack Run specifies "up to 3 TIEs" and thus allows a single TIE squadron to Enter Trench; however, X-wing and Y-wing squadrons may not make an Attack Run because the Epic Event requires 'starfighters'. (Perhaps a future squadron card could have special game text allowing this to happen.)

Any card that causes one of the squadron's components (X-wings, Y-wings, TIEs etc.) to be lost, captured, placed out of play, etc. affects the entire card. For example, Don't Get Cocky can destroy an entire TIE squadron.

Stalker — May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability of 1. Probe droids deploy free to sites related to same system.

Star Destroyer: Launch Bay — This site is a launch bay, not a docking bay.

starship sites — Starship sites obey location deployment rules (e.g., interior/exterior sequence and insertion) and create locations aboard a starship where characters may deploy, battle and move.

For convenience, each group of starship sites is placed on table separately from other sites. However, the group is related to one particular starship (which must be specified at the time of deployment).

Sites which are related to a particular starship (e.g., Executor sites) may deploy even if that starship is not on table (just as Death Star sites may deploy when a Death Star is not on table). However, sites which work with any starship of a given kind (e.g., Star Destroyer: Launch Bay) may deploy only to a starship card already on table.

Characters at a starship site are "aboard the starship" but not 'present' at the bridge. Although such characters participate normally in battles at these sites, because they are below decks they may not use their game text to enhance the starship card and they may not participate in starship battles (may not use power, ability, game text or forfeit).

The player controlling the starship may move his cards from a starship site to the related starship card (capacity permitting), or vice versa. This movement requires 1 Force per card and

is a regular move.

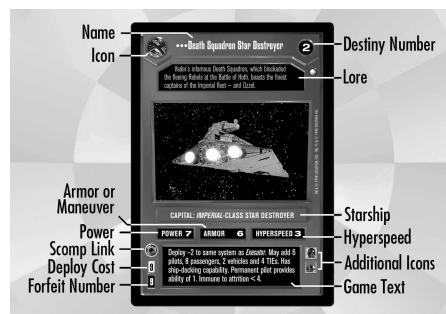
If a starship is lost, all related sites (and cards located at those sites) are also lost.

starship weapons — Your starship may fire its weapons if you have a permanent pilot or any non-droid character aboard. A warrior-icon droid such as IG-88 or 4-LOM can also fire starship weapons.

starships — Type of card that includes capital starships, starfighters and squadrons. Characters use starships to travel and battle throughout the galaxy.

A starship must have a pilot aboard to use its power and maneuver, and to move. It must have both a pilot and a nav computer aboard to use its hyperspeed.

If a starship is lost or otherwise leaves the table, any cards aboard it are lost.



starships – deployment — Starships deploy only to locations where you have presence or Force icons.

Capital starships may deploy to system locations and asteroid sectors.

Starfighters (and squadrons) that have permanent pilots aboard may deploy to (1) docking bays, (2) your capital starships with sufficient capacity and (3) system and sector locations.

A starfighter that does not have a permanent pilot aboard may deploy

- to any of the three places listed above if it is deployed simultaneously with a pilot (which counts as a single action), at normal use of the Force; or
- 'empty' to a docking bay or one of your capital starships with starfighter capacity – not to a system location.

You may deploy characters, vehicles and starfighters directly aboard your starships at any

location where you have presence or Force icons and the starship has sufficient capacity.

starships – movement – A starship that has a pilot, a nav computer and hyperspeed can move from one system to another system for an expenditure of 1 Force. The starship's hyperspeed must be at least equal to the difference between the parsec numbers of the two systems. (The starship must have hyperspeed even if the difference between the two parsec numbers is zero.) This is a regular move for the starship.

Starships require a pilot – but not a nav computer – for

- landing and taking off,
- movement to and from asteroid sectors and cloud sectors, and
- embarking and disembarking on capital starships.

Characters, vehicles, starfighters and squadrons may use shuttling, transferring and embarking to move aboard starships with appropriate capacity.

starting Interrupts – After both players' starting locations have been deployed, and before Reserve Decks have been shuffled to draw opening hands, each player may play one starting Interrupt. If both players choose to do so, the player who goes first in the game is the player whose starting Interrupt will have its result first.

starting locations – At the beginning of the game, each player deploys one location card (chosen from that player's 60-card game deck) to the table. Both players reveal their starting locations at the same time. Whenever both players choose the same unique starting location, they set them aside temporarily and choose again. This reselection process must be repeated until two different unique locations are chosen, two copies of the same non-unique location are chosen, or one player has no other locations to choose from and must start the game without an initial location. Once two acceptable starting locations have been selected, any locations set aside are added back into the decks.

Any location can be used as a starting location, unless rules or game text require it to deploy relative to a card already on table. Cards which may not be used as starting locations include:

- Asteroid Field
- Big One
- Big One: Asteroid Cave or Space Slug Belly
- Clouds

- Death Star: Trench
- Sandcrawler: Droid Junkheap
- Sandcrawler: Loading Bay
- Star Destroyer: Launch Bay

If a player intentionally selects an illegal starting location at the beginning of the game, that player begins the game without a starting location.

You may choose to deploy an Objective card instead of a starting location.

starting the game – Starting the game consists of four steps:

- 1.Each player chooses one starting location or one Objective card from Reserve Deck; both players simultaneously reveal their choices.
- 2.Both players simultaneously play their starting Interrupts (if any).
- 3.Remaining cards are shuffled to form the Reserve Decks.
- 4.Each player draws a starting hand of 8 cards.

The Dark Side player takes the first turn of the game.

stealing – A card is stolen when one player is able to take the card from the other player and use it as his own (generally moving the card from the Light Side to the Dark Side or vice versa). Stolen cards are returned to their rightful owners at the end of the game.

Although you normally steal things from your opponent, your characters are also allowed to steal cards which are already on your side of the table (e.g., an Imperial stealing Organa's Ceremonial Necklace; Kabe stealing a Jedi Lightsaber from Bo Shek so it may be transferred to Obi-Wan).

The opponent may not take ownership of one of your cards unless a card allows it to be stolen (or 'won' in the case of sabacc). For example, an empty landed starfighter cannot be stolen simply by having an opponent's pilot walk up to it. Even when a card allows stealing, an opponent's starship or vehicle may not be stolen if the opponent has characters aboard (but a permanent pilot is not sufficient to prevent theft).

Being Undercover does not prevent a spy from stealing.

Stealing vehicles and starships – When you steal a vehicle or starship, any cargo aboard it is stolen as well. If the vehicle or starship has a 'generic' permanent pilot, it is

conceptually replaced by a permanent pilot of the opposite site of the Force. However, if it has a unique permanent pilot, that permanent pilot is lost instead. A single pilot capacity ("May add 1 pilot") is created for each unique permanent pilot lost. If returned to the original owner, it is restored to its original game text unless that unique persona is in play.

Stealing weapons and devices — A character who has the capability to steal a weapon or device may do so only if that weapon or device says it can be deployed on (or moved by) characters. For example, a character may steal a lightsaber, an E-web Blaster or a Light Repeating Blaster Cannon, but may not steal Proton Torpedoes, a Laser Gate, a Hydroponics Station or the Planet Defender Ion Cannon. The thief does not have to actually be able to use the weapon or device, just carry it.

Cards with deployment restrictions (e.g., Obi-Wan's Lightsaber) may be stolen and carried by any character who is able to steal and carry them, but may be transferred to and used by only those characters who meet the deployment restrictions.

stormtrooper — The term stormtrooper includes regular stormtroopers, as well as special troops designated sandtroopers and snowtroopers. All stormtroopers are affected by anything that affects troopers. (See characteristics.)

Stormtrooper Backpack — See the Light Side counterpart, Echo Trooper Backpack.

Stunning Leader — If a battle was just initiated at an interior site, use 1 Force to exclude from that battle all characters of ability > 2 and all leaders (on both sides).

subtracting — See negative numbers.

Sunsetdown — See the Light Side counterpart, Nightfall.

Superlaser — Deploy on Death Star system at parsec 0. May target a capital starship at Death Star system, or at a system it orbits, using 4 Force. Draw two destiny. Target hit if total destiny > defense value.

See long-range weapons.

Surface Defense Cannon — Use 1 Force to deploy on your starfighter, free on Falcon. May target a character or creature at same site using 1 Force. Draw destiny. Target hit if destiny +1 > defense value.

Surprise — See the Light Side counterpart, I Have A Bad Feeling About This.

Surprise Assault — See the Dark Side counterpart, Counter Assault.

SW-4 Ion Cannon – Use 1 Force to deploy on your Y-wing or B-wing. May target a starship using 1 Force. Draw destiny. If destiny > target's defense value, all starship weapons deployed on target are lost, armor or maneuver = 0 and hyperspeed = 0.

See ion weapons.

Swilla Corey – Deploy on any non-thief to give that character thief skill. Once during each of your control phases, may target one device at same site. Draw destiny. If destiny < target's destiny number, it is stolen. OR Deploy on a weapon to prevent theft. (Immune to Alter.)

system – Vertically oriented location where starships and other cards can deploy, battle and move. Systems use the same card template as sectors but also have a parsec number. There are planet, space and mobile systems.

Takeel – This Interrupt may be initiated only after all destiny draws are performed by both players. Thus, this action requires that both players draw exactly one battle destiny each.

For all intents and purposes, the two destiny numbers trade places. Any further actions or modifiers which affect a player's destiny (e.g., Han's Dice) will affect that player's new number.

taking cards from a deck or pile – See verification.

Tallon Roll – Errata:

Target two starfighters (your TIE/In and any Rebel starfighter) present at same system or sector. Each player draws destiny. Opponent totals destiny and starship's power. You total destiny, TIE's power and TIE's maneuver. Lowest total loses starfighter.

You may use this Interrupt to target an unpiloted starfighter; however, because an unpiloted starfighter may not use its power and maneuver, they are treated as zero.

If both players have the same total, neither starfighter is lost.

Talz – During the damage segment of a battle, you may forfeit this alien in place of a 'hit' character. This capability may be used even if Talz has been 'hit' (the forfeiture of Talz satisfies both 'hits'). Neither the Talz nor the original target is affected by any other results of the weapon, such as "forfeit = 0" or "may not be used to satisfy attrition."

Tamizander Rey – Adds 2 to power of anything he pilots. Your starships may move from same exterior site for free. While at Echo Docking Bay, once every turn, may allow one character on Hoth to be immune to The Shield Doors Must Be Closed.

Tamtel Skreej – Deploys only on Tatooine. Adds 2 to power of anything he pilots. Once per

game, Undercover may deploy on Tamtel from Reserve Deck; reshuffle. While at a site you control, Rebels are immune to None Shall Pass at that site.

***Tantive IV* – CAPITAL: CORELLIAN CORVETTE**

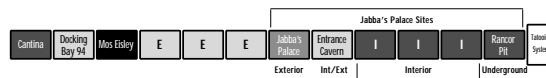
May be deployed even without presence or Force icons. May add 3 pilots and 4 passengers. Has ship-docking capability. Permanent pilot provides ability of 2.

target – Act of selecting and identifying a particular thing such as a card, pile, hand, player, icon etc. for a purpose specified by a card or rule. Also, a synonym for the thing that is targeted.

A card does not have to explicitly use the word “target” to target something. An action which affects a target affects only that target (e.g., Lateral Damage reduces to zero the forfeit of a starship, but not any characters aboard).

Targeting Computer – Using this device to fire a weapon twice requires normal use of the Force for both firings. When firing separately, you may fire at the same target twice or at two different targets. When combined, add both destiny totals together against a single target.

Tatooine location deployment – The layout of Tatooine sites is shown below.



To keep the three sites that represent the Mos Eisley spaceport together, the Tatooine: Mos Eisley site has a special deployment rule: it may not be separated from the Cantina or Docking Bay 94 by any other exterior sites.

Tatooine: Desert – This non-unique location's game text prevents characters with landspeed less than 2 from moving away; however, it does not affect the movement of vehicles or other kinds of movement such as shuttling, landing and taking off. Characters with landspeed greater than 1 (e.g., Kal'Fa'lnl C'ndros, Boba Fett) can move away from the desert, but the average character needs some kind of assistance. (For example, a vehicle could be deployed to rescue characters trapped in the desert, and some Interrupt cards temporarily add landspeed.)

Tatooine: Lars' Moisture Farm (Light Side) – Beru Lars and Luke deploy –1 here.

Tauntaun – May add 1 'rider' (passenger). Deploy only on Hoth. Ability = 1/4. May move as a 'react' from a battle. May be 'sacrificed' (lost) to make rider immune to Exposure this turn.

Tauntaun Handler – Adds 2 to power of any creature vehicle he rides. When riding a tauntaun, also draws one battle destiny if not able to otherwise.

Tech Mo'r — This character is not a gambler. (See characteristics.)

Tedn Dahai — This alien's capability to prevent Dark Side aliens from using their game text lasts for "remainder of turn" even if Tedn is lost.

Tentacle — See the Light Side counterpart, Grappling Hook.

Thank The Maker — The phrase "drained of at least 5 Force" on this Interrupt means that you lost a total of 5 or more Force during the same control phase as a result of one or more Force drains.

That's It, The Rebels Are There! — If you have a probe droid at a site during your control phase, move one of your starships to the related system. That starship cannot move again this turn.

The Circle Is Now Complete — If Vader and Obi-Wan are present at same site, use 1 Force to initiate a duel between them. Either Jedi is power +2 if they have a lightsaber. Loser of duel is placed out of play.

This Interrupt initiates a duel, not a battle, so no battle destiny is drawn. See out of play.

The Empire's Back — See Double Back.

There'll Be Hell To Pay — This Immediate Effect, once it has had its result, causes subsequent copies of an Interrupt with the same name (from either player) to have an additional Force cost.

If an Interrupt is placed on this card and then canceled by another response (e.g. Sense), it remains on the Immediate Effect rather than going to the Lost Pile (although the Interrupt's result is still canceled).

There are four different Immediate Effects which target just-played Interrupts in this manner (Grappling Hook, Tentacle, There'll Be Hell To Pay and What're You Tryin' To Push On Us?). If two or more of these cards target the same Interrupt, place the Immediate Effects next to each other on table, with the Interrupt partially covering all of them.

This Is All Your Fault — See the Dark Side counterpart, Self-Destruct Mechanism.

This Is Just Wrong — To determine which characters are male and which are female, see gender of characters.

Thul Fain — Deploys free to your [Independent] starship. Adds 2 to power of anything he pilots. When with Lieutenant Tanbris in a battle at a system, adds 2 to each of your battle destiny draws.

TIE Avenger – Deploy –1 to same system as any Imperial capital starship. May add 1 pilot. Boosted TIE Cannon may deploy aboard.

TIE Bomber – In addition to participating in starship battles, TIE Bombers may be used in conjunction with Proton Bombs and/or the Bombing Run Mobile Effect card to bombard related planet sites.

TIE Vanguard – Permanent pilot provides ability of 1. You may deploy cards to same system or sector as a 'react'.

This starship does not allow you to 'react' if it does not have a pilot (e.g., because of Come With Me or Eject! Eject!).

Tight Squeeze – Your starfighter or vehicle is 'lone' in a battle if all of your characters and ability participating in that battle are aboard that starfighter or vehicle.

Tigran Jamiro – See cannot move.

Timer Mine – The phrase "owner's choice" on this automated weapon refers to the owner of the affected characters, not the owner of the Timer Mine.

Like other mines, your Timer Mine may be buried (see mining droid rules). If tripped by your opponent, it 'explodes'; draw destiny to determine how many opponent's characters present are lost. However, if you trip your own buried Timer Mine it is simply discarded (your Timer Mine is not applicable to your own characters).

timing – See actions.

Tiree – Adds 2 to power of anything he pilots. When piloting Gold 2, also adds 1 to maneuver and (when in Death Star: Trench) adds 1 to total of Attack Run.

Tonnika Sisters – Twice during each of your control phases, may use 2 Force to draw 2 destiny for 2 chances at a destiny = 2. If successful, may steal or destroy up to 2 weapons or 2 devices present. (Targeted as one character, but requires double Force to use landspeed.)

The Tonnika sisters are treated as one card and one alien character of 2 ability, but the sisters count as two spies, two thieves, two warriors and two passengers. Following are some examples of how cards work with the Tonnika Sisters:

- As two spies or two thieves, they receive forfeit +2 from Tatooine: Mos Eisley.
- As one alien, they receive forfeit +1 from Tatooine: Cantina.

- As two warriors, they may use up to two Imperial Blasters per turn.
- As one character, they receive power +1 from Cloud City: Lower Corridor (if armed with one or more lightsabers).

The Tonnika Sisters may destroy any weapon or device, but may steal only something they can carry (such as a character weapon). The Tonnika Sisters may steal or destroy up to two weapons present or up to two devices present – not one of each. (See stealing.)

Any card that causes one of the sisters to be lost, captured, missing, Undercover, Disarmed, placed out of play etc. affects the entire card.

topmost action – Actions are initiated one at a time. Although many actions can interrupt other actions, or occur ‘within’ other actions, when this happens the previous action is suspended while the new action is occurring. A good way to visualize actions is like a stack of cards; whichever card is on top is the action that is currently executing; all other actions below it are suspended and waiting for the action(s) above them to resolve before they can resume. Accordingly, the one action that is executing at any given time is called the “topmost action.”

Torin Farr – Adds 2 to power of anything she pilots. When at any war room, adds 1 to weapon destiny draws of your Planet Defender Ion Cannon on same planet.

Tractor Beam – Use 2 Force to deploy on your Star Destroyer. At the end of a battle at same system or sector, may target an opponent’s starship present (except Mon Calamari Star Cruiser) using 2 Force. Draw destiny. Target captured if destiny > defense value.

Any reference to a “tractor beam” (e.g., on Out Of Commission) applies to any device with that characteristic, such as Death Star Tractor Beam.

tractor beaming – Tractor beaming allows you to seize a Rebel starship and “pull it aboard” your Star Destroyer or Death Star. (See captured starships.) Normally you may use each tractor beam only once per battle, but from turn to turn it might capture and hold multiple starships.

Trample – If you have a piloted AT-AT or AT-ST present at a site, target opponent’s character, ‘crashed’ vehicle or unpiloted vehicle with maneuver present. Draw destiny. Character lost if destiny > ability. Vehicle lost if destiny < 7.

transferring captives – See prisoner transfers.

transferring – Any number of characters and vehicles may transfer from one starship to another at the same system or sector location for 1 Force if at least one of those starships (even

if a starfighter) is piloted and has ship-docking capability. This is a regular move.

transferring weapons and devices – See weapons – transferring.

Transmission Terminated – This Interrupt cancels any card on table or just played that has the word 'hologram' boldfaced in its lore; it does not cancel dejarik cards.

transport vehicles – A transport vehicle must have a driver to move and to use power, maneuver and landspeed. (However, it may be shuttled or transferred without a driver aboard.)

trench rules – The Death Star: Trench is an exterior mobile site with some special properties. It must deploy next to the Death Star system as shown below.



Players may not deploy or move any cards to the trench unless a specific card allows them to do so (e.g., Attack Run, Maneuver Check and the Death Star: Trench itself).

Treva Horme – This alien may not 'sell' your opponent a unique (•) 'insert' card if there is already a copy of that card in the opponent's Reserve Deck.

trooper – The term 'trooper' includes all stormtroopers (and thus all sandtroopers and snowtroopers). See characteristics.

Trooper Davin Felth – This character is a sandtrooper. (See characteristics.)

Turbolaser Battery – Use 3 Force to deploy on your Star Destroyer or any mobile system. May target a starship using 2 Force. Draw two destiny. Subtract 2 if targeting a capital starship. Otherwise, subtract 5. Target hit if total destiny > defense value.

turn – Six consecutive phases of play (activate, control, deploy, battle, move and draw) executed by one player.

Tusken Raider – Deploys only on Tatooine. W Power = 1, +1/2 for each other non-unique Tusken Raider present (limit three other Tusken Raiders).

Tzizvvt – This alien may use his landspeed only during your deploy phase. However, he may make other kinds of regular moves and unlimited moves normally.

U-3PO (Yoo-Threepio) – This droid must deploy to a place that your Undercover spies are

allowed to move to, such as to your opponent's side of a site or to your opponent's vehicle or starship with available passenger capacity.

U-3PO becomes Undercover the moment it is deployed, and remains so even if its game text is canceled or suspended (e.g., by Restraining Bolt). If stolen while Undercover (e.g., by a Caller), U-3PO moves to your side of the location and becomes an Undercover spy for your opponent. While Undercover, U-3PO adds power to the Light Side during battles (regardless of which player controls the droid), but does not otherwise participate in battles.

U-3PO behaves like other Undercover spies, and thus may have its cover broken (voluntarily if at a site during your deploy phase, or by cards that break cover). Once its cover is broken, U-3PO ceases to be Undercover (but remains a spy), is controlled by the opposite player, and participates in battles normally. (U-3PO remains a non-Undercover spy even if stolen back. To make it Undercover again, U-3PO would have to be deployed again or targeted by the Undercover card.)

Ubrikkian 9000 Z001 – May add 1 driver and 2 passengers. May move as a 'react.'

undefined values – Treat any undefined numerical value as zero. The only exceptions are those values which literally do not exist. For example,

- "No hyperdrive" is not hyperspeed of zero and so it cannot be increased through the addition of an astromech droid.
- When a destiny draw is required but the player does not have any cards in the Reserve Deck, the destiny does not exist and thus fails (is resolved in the favor of the opponent, often meaning the action that required the destiny draw has no result).

Undefined values are not modifiable. (See unmodifiable values.)

Under Attack – During your control phase, target a vehicle with armor present with your warrior. Draw destiny. If warrior has a Concussion Grenade or a lightsaber, add 3 to destiny draw (7 if both). Vehicle (and grenade) lost if total destiny > armor.

Undercover – Errata: Deploy on your spy at a site and cross spy to opponent's side. Spy is now Undercover. During your deploy phase, may voluntarily "break cover" (lose Effect) if at a site. (Immune to Alter.)

A special characteristic of spies activated by the Effect card Undercover (and certain other cards). Your Undercover spy operates with unique capabilities. It has no presence, but prevents your opponent from Force draining where present and allows deployment of your cards to the same location. (Even Undercover droid spies provide this benefit.) An Undercover spy does not

participate in battles and may not be targeted by an opponent's weapons in battle.

To indicate that your spy is Undercover, place it on your opponent's side of the table at the same site. Your Undercover spy moves during your opponent's move phase (under your control and at normal use of your Force). An Undercover spy can board an opponent's starship or vehicle (embark, shuttle, transfer etc.) if there is sufficient capacity; however, the opponent has the first chance to fill that capacity. If your Undercover spy is a pilot, it can operate an opponent's unpiloted starship. Your Undercover spy may not board your own vehicle or starship card (although it may go to a vehicle or starship site).

Despite being on the opponent's side of a location and moving like one of your opponent's characters, your Undercover spy is still your character, and is affected as one of your characters. Thus, for example, when using docking bay transit or the special movement feature of a hallway or corridor, the spy uses the text on your side of the card. This also means that your opponent's Undercover spy cannot "tag along" when you play Elis Helrot or Nabrun Leids, who relocates only "your" cards.

During your deploy phase, your spy may voluntarily "break cover" if at a site. If your spy's "cover is broken," it loses all Undercover-related cards and returns to your side of the table.

Undercover spies (including U-3PO) with canceled game text are still Undercover.

An Undercover spy is not present at a system or sector location, and thus may not block Force drains or allow further deployment. An Undercover spy does not allow you to deploy aboard your opponent's starship card.

Undercover spies do not affect conditions during battle such as being alone (for either side), although it does affect such conditions outside of battle.

Undercover spies cannot escort captives.

underground site — A kind of site indicated by an underground icon.

unique and restricted cards — If a card is unique (•) or restricted (e.g., •••), the number of dots restricts the number of copies allowed on table at any given time as well as the number of copies that may be played or deployed each turn (even if one is canceled). Thus, for example, if you deploy •Darth Vader and the opponent plays It Can Wait to send him back to your hand, you may not deploy another copy of •Darth Vader this turn (although you may deploy another card representing the Vader persona if it has a different card title).

Some unique (•) cards are available to both sides of the Force (e.g., •Ice Storm). Only one copy of any unique card may be on table at a time, regardless of which side of the Force it is on.

For Interrupts, only one copy may be played in a turn.

Some cards have one or more diamond (◇) symbols in the card title. The number of diamonds indicates the number of copies that both players together can have on table at any given system. (There is no limitation on the number of systems where such a card may be used.) For example, the ◇◇◇Asteroid Field card has three diamonds. Therefore, both players together are limited to a total of three Asteroid Field locations at each planet system.

See personas.

unlimited move — See movement.

unmodifiable values — When a value is set to a another specific value by a card (e.g., ion cannons, crashed vehicles, weapons that set forfeit = 0, Lateral Damage), that value is unmodifiable until restored to normal.

unoccupied — An unoccupied location is a location where no player has presence. An Undercover spy at a location prevents that location from being unoccupied.

URoRRuR'R'R — This alien is a Tusken Raider.

URoRRuR'R'R's Hunting Rifle — Use 1 Force to deploy on URoRRuR'R'R or Chief Bast, 3 on your non-droid character. May target a character or creature using 1 Force. Draw destiny. Subtract 1 if targeting a character. Add 2 if targeting a creature. Target hit if total destiny > defense value.

use Force — See Force.

Used Interrupt — Kind of Interrupt that is placed on the Used Pile after it is played.

Used Or Lost Interrupt — Kind of Interrupt which may be played as a Used Interrupt or a Lost Interrupt (player's choice).

Used Pile — See Force.

using Force — See Force.

Utinni Effect — Kind of Effect generally compelling a character, vehicle or starship to move to a specific location in order to cancel a negative condition or initiate a positive one.

Vader's Lightsaber — Deploy on Vader. May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

Vader's Obsession – This Interrupt initiates a duel (not a battle), so no battle destiny is drawn. When using this card in conjunction with Epic Duel, Vader does not have to move from an adjacent location.

Vehicle Mine – Deploy at same exterior site as your mining droid. 'Explodes' if starfighter (use 5 as defense value) or non-creature vehicle deploys or moves to or across same site. Draw destiny. Target lost if destiny +2 > defense value. Vehicle Mine is also lost.

vehicle sites – A vehicle site is played by itself on table; however, it is related to one particular vehicle (which must be specified at the time of deployment) and is considered to be adjacent to the planet site wherever the related vehicle is located at any given time. The vehicle site is nevertheless a separate site; if the vehicle is enclosed, any cards at the vehicle site are not present at the planet site. To move the vehicle, a driver is required to be actually aboard the vehicle card, not at the interior site.

Movement between a vehicle site and the outer site where the vehicle is present is free for the owner. The opponent, however, has a movement cost as stated on the card. Cards at a vehicle site do not count against the capacity of the vehicle.

Characters at a vehicle site are aboard the vehicle and present at the vehicle site (but are not present at the vehicle's bridge or the surrounding site).

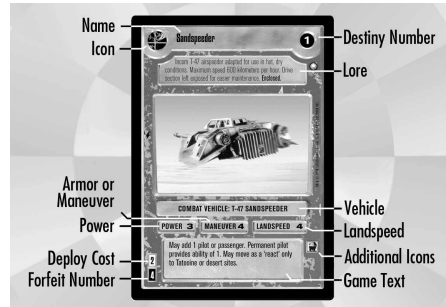
The player controlling the vehicle may move his cards from the vehicle site to the related vehicle card (capacity permitting), or vice versa. This movement requires 1 Force per card and is a regular move. If the vehicle is aboard a starship, the owner's characters may embark and disembark between the vehicle and the starship normally.

If a vehicle leaves the table, its vehicle site and all cards located there are lost.

vehicle weapons – Your vehicle may fire its weapons if you have a permanent pilot or any non-droid character aboard. A warrior-icon droid such as IG-88 or 4-LOM can also fire vehicle weapons.

vehicles – Card type that includes transport vehicles, creature vehicles, combat vehicles and shuttle vehicles. Characters use vehicles to move from site to site along the surface of a planet (or among related mobile sites). A non-creature vehicle must have a driver or pilot aboard (as indicated by the vehicle's game text) to use its power and maneuver, and to move.

If a non-creature vehicle is lost or otherwise leaves the table, any cards aboard it are lost. If a creature vehicle is lost, any characters aboard it may "jump off" – disembark – at the same site and survive.



vehicles – deployment – Vehicles deploy only to exterior sites where you have presence or Force icons.

You may deploy characters directly aboard your vehicles at any location where you have presence or Force icons and the vehicle has sufficient capacity.

vehicles – movement – A vehicle that has a driver or pilot (as appropriate), or any creature vehicle even without a driver, can move from one exterior site to another related exterior site for an expenditure of 1 Force. The vehicle's landspeed determines the maximum number of adjacent sites it may travel. This is a regular move for the vehicle.

Non-creature vehicles require a driver or pilot for embarking and disembarking on landed starships, but not for shuttling up to a capital starship.

Characters may use embarking to move aboard vehicles with appropriate capacity.

verification – Whenever a card or rule allows you to take a card from a deck or pile, and there are any criteria for what kind of card you may take, you must reveal that card after it is obtained. However, when allowed to take “any card” you do not have to reveal the card chosen, unless you retrieve that card from your Lost Pile. If there are two or more target cards to choose from, you may look at all of the possible candidates before choosing. Replace the deck or pile without shuffling, unless otherwise instructed.

If you perform such a search and do not find a proper card, your opponent may look through the same deck or pile (before the reshuffle, if any) to verify that the card you searched for was indeed not there.

Vine Snake – These creatures attach themselves to a character, gradually squeezing the life out of their victim. Vine snakes remain attached to their host even if the host moves out of the creature's habitat. However, if a vine snake detaches outside of its habitat, it is lost. Vine Snakes attack only characters, and thus they ignore creatures and creature vehicles as potential meals.

Vine snakes will defend themselves if attacked.

See attaching creatures; see selective creatures.

Vul Tazaene — Adds 2 to power of anything he pilots. Twice during battle at same system, may use 2 Force to add 2 to any destiny of 2. If present with Tonnika Sisters, Vul and Tonnika Sisters are lost.

Walker Barrage — If you have a piloted AT-AT present at a site, target opponent's artillery weapon at same or adjacent exterior site. Draw destiny. Target lost if destiny +1 > forfeit. Also, one opponent's character at same site as target (random selection) lost if destiny +1 > 6.

Wall Of Fire — If you have a piloted AT-AT present at a site, target any number of opponent's troopers present at same or adjacent exterior site. Draw destiny. If destiny > number of troopers targeted, they are lost.

Warrant Officer M'Kae — Adds 2 to power of anything he pilots. May use 1 Force to take one tractor beam, Our First Catch Of The Day or Besieged into hand from Reserve Deck; reshuffle.

warrior — Characteristic identified by a warrior icon on a character card. Although many character weapons specify that they deploy only on warriors, other character weapons deploy on bounty hunters, Jawas etc. and thus do not require a warrior.

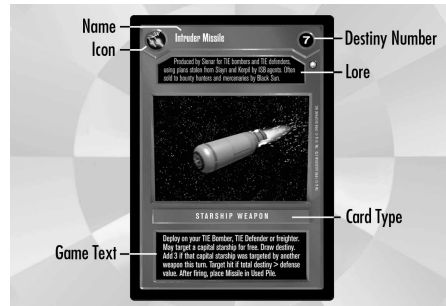
warrior icon — An icon used on a character card to indicate that the character has warrior skill.

Warrior's Courage — This Interrupt must be played on your lone warrior to add to your battle destiny.

We Have A Prisoner — This Interrupt's first function may capture a character lost or forfeited from a system or sector, if you have a potential escort available aboard a vehicle or starship at that location.

weapon destiny — Destiny drawn when firing a weapon (different from battle destiny). Drawing weapon destiny is mandatory once you fire the weapon. If the weapon specifies more than one destiny draw, you must draw the required number.

weapons — Type of card used to fire at specific characters, vehicles, starships etc. of your opponent, usually during a battle or attack. (However, weapons are not required for a battle or attack to take place.)



weapons – deploying and carrying – Each weapon (and device) specifies who or what it may be deployed on and what the deploy cost is (if any). Although many character weapons specify that they deploy only on warriors, other character weapons deploy on bounty hunters, Jawas etc. and thus do not require a warrior. You may not deploy weapons or devices on your opponent's characters (unless specifically allowed to by the card itself).

You may deploy as many weapons and devices as you like on your character, vehicle or starship – even duplicates. However, each character, vehicle or starfighter may use only one weapon and one device per turn. Capital starships and characters with Backpacks may use any number of weapons and devices per turn. Note that the cumulative rule still applies. So, for example, multiple Jedi Lightsabers will not give more than one Force drain +1 bonus.

Some characters, such as Kabe and RA-7, have game text that allows them to carry weapons that they cannot use.

A weapon or device providing a continuous modifier (e.g., Tatooine Utility Belt, Hoth Survival Gear) does not count as 'using' that weapon or device for purposes of the carrying rules.

weapons – firing – You may fire a weapon only when you are

- targeting something that is participating in a battle; or
- targeting a creature that you are attacking; or
- using a special card such as Sniper or Target The Main Generator.

Normally, the weapon and target must be present with one another. However, long-range weapons allow you to target something at a different location; in this case, both the weapon and target must be present at their respective locations.

You may not fire weapons at your own characters, vehicles or starships, even if they have been

captured. However, you may fire weapons at cards which were once yours but are now being used by your opponent (crossed over, stolen, won in sabacc etc.).

Automated weapons such as seekers and mines target cards as specified on the cards, rather than during a battle or attack.

weapons – transferring – During your deploy phase, you may transfer a weapon (or device) from one of your characters, vehicles or starships to another such card present by using Force equal to the deploy cost of the weapon (or device). Although this is not considered deployment, you must obey all relevant deployment restrictions.

weapons phase – This term has been superseded by the term weapons segment.

weapons segment – See battle – weapons segment.

Weather Vane – This Effect may be used to capture characters only by the Dark Side (see capturing).

WED-1016 ‘Techie’ Droid – While at an exterior planet site or docking bay, once per turn may lose 1 Force to place a ‘hit’ starship or vehicle at same site, adjacent site, related system or related cloud sector in Used Pile instead of Lost Pile.

WED15-1662 ‘Treadwell’ Droid – Adds immunity to attrition < 2 to all your vehicles and droids at same location. Also, if ‘treadwell’ droid is at a docking bay, adds immunity to attrition < 3 to all your starfighters at the related system and related sectors.

WED-9-M1 ‘Bantha’ Droid – Adds immunity to attrition < 2 to all your vehicles and droids at same location. Also, if ‘bantha’ droid is at a docking bay, adds immunity to attrition < 3 to all your starfighters at the related system and related sectors and may cancel Lateral Damage.

This droid is not a bantha (creature vehicle) and may not be targeted as such.

Wedge Antilles – Adds 3 to power of anything he pilots. When piloting Red 2, also adds 2 to maneuver and draws one battle destiny if not able to otherwise. May use 1 Force to take one Corellian Slip into hand from Reserve Deck; reshuffle.

According to Lucasfilm Ltd., the character of Wedge Antilles was played by two different actors: first Jack Klaff and then Denis Lawson. Jack Klaff appears on the Wedge Antilles card and Denis Lawson appears on the Commander Wedge Antilles card.

We’re Doomed – This Interrupt is not a response to a Force drain.

We’re The Bait – This Interrupt is intended to target Luke even if he is on Dagobah (as

implied by the Jedi Test restriction).

Wes Janson — Adds 1 to weapon destiny draws of anything he is aboard as a passenger (adds 3 if aboard Rogue 3 or with Wedge or Jek).

The phrase “with Wedge or Jek” on this character means whenever Dack has presence at the same location as Wedge or Jek.

What’re You Tryin’ To Push On Us? — See the Dark Side counterpart, There’ll Be Hell To Pay.

winner of battle — See battle — winner and loser.

Wiorkettle — This alien is male. (See gender of characters.)

Wioslea — Errata:

During your control phase, may use 1 Force to target an opponent’s unoccupied transport vehicle or droid present. Draw destiny. If destiny > target’s destiny number, use Force equal to target’s deploy cost to ‘purchase’ target (use as if stolen).

Woof — Deploys only at Tatooine. Power +2 when defending a battle at a Jabba’s Palace site. Adds 2 to power of anything he pilots (3 if piloting an [Independent] starship or if Jabba is aboard).

Wuher — This alien’s capability to cause weapons and droids to be lost is an automatic action.

Wyron Serper — Once during each of your control phases, may peek at X cards randomly selected from opponent’s hand, where X = number of [Dark Side Force] icons at same site. Also, when you are drawing destiny, adds 2 to the destiny of any card with ‘scan’ in the title.

Yavin 4 location deployment — See locations.

Yerka Mig — This Utinni Effect is not a character and may not be targeted as a character. Yerka Mig deploys and moves like a character, but does not require presence or Force icons and does not count toward vehicle or starship capacity. While at a system or sector location, Yerka Mig does not affect the opponent’s power.

Yoda — “Notice you will, on my card, an icon there is, yes. Jedi Master it means, and a Light Side Force icon it includes. While on table am I, one extra Force may you activate.”

You Overestimate Their Chances — This Interrupt does not triple attrition. (See battle.) your cards — See owner.

Your Eyes Can Deceive You – See the Light Side counterpart, Eyes In The Dark.

Zev Senesca – Adds 2 to power of anything he pilots. When piloting Rogue 2, also adds 3 to maneuver and may draw one battle destiny if not able to otherwise.

Zuckuss – Adds 2 to power of anything he pilots. May move for free as a 'react'. Once during each battle, may use 1 Force to cause one alien of ability < 3 at same site to be forfeit = 0 for remainder of turn. Immune to attrition < 3.

Zuckuss' Snare Rifle – Deploy on Zuckuss, or use 1 Force to deploy on any other bounty hunter. May target a character or creature using 2 Force. Draw destiny. Character captured if destiny -1 > defense value. Creature lost if destiny +1 > defense value.

© 1998 Lucasfilm Ltd. & TM. All Rights Reserved. Used under authorization.
TM, ® & © 1998 Decipher Inc. All Rights Reserved.